

STAR WARS™

MINIATURES



REBEL STORM™

*Collectable Miniatures
Game Rules*

Star Wars™ Miniatures

Starter Set Components

- Rules summary sheet
- 2 exclusive preprinted plastic miniatures: Luke Skywalker, Rebel and Darth Vader, Dark Jedi
- 8 randomized preprinted plastic miniatures
- 10 stat cards, one for each figure
- Battle grid (play mat)
- 8 terrain tiles
- Rules booklet
- Damage and Force counters
- 20-sided die (1d20)
- Rebel Storm™ set checklist

Star Wars Skirmish Rules Credits

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Based on the *Star Wars Roleplaying Game* by Bill Slavicsek, Andy Collins, and JD Wiker, utilizing mechanics developed for the new *DUNGEONS & DRAGONS* game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison, and the *D&D Miniatures Skirmish Rules* by Rob Heinsoo, Skaff Elias, and Jonathan Tweet.

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Introduction

It is a time of Galactic Civil War.

During this dark period, the Rebel Alliance wages a desperate war to end the tyrannical reign of the Empire. Outnumbered and outgunned, the Rebels fight on as the overwhelming Imperial forces seek to crush them once and for all . . .

The classic trilogy of *Star Wars* films—*A New Hope*, *The Empire Strikes Back*, and *Return of the Jedi*—is the backdrop for this fast-paced, action-packed miniatures game. Using the amazing heroes, villains, aliens, and characters from the Rebellion era, this competitive combat game lets you determine the outcome of battles taking place during the Galactic Civil War. Imagine yourself as the commander of a squad of Rebel troopers or Imperial soldiers. You choose your faction. You select your troops. You issue the orders. And it's up to you to prove yourself against the competition in head-to-head action set in the *Star Wars* universe.

Do you play the *Star Wars Roleplaying Game*? The miniatures in this Starter Set are designed specifically to use in adventures. The Gamemaster will find a fantastic collection of allies and opponents in this Starter Set and add-on Booster Packs that contain more figures. Players will find the perfect representations of existing characters and new figures that will serve as inspiration for characters they'll create in the future.

Will you rely on the tenacity of Rebel heroes, the lethal efficiency of armor-clad Imperials, or the versatility and adaptability of those who operate on the Fringe? Each faction has something different to offer to your ever-growing squads. In the ***Star Wars Miniatures*** skirmish game, an unlimited combination of movie characters and tactics exist to help a skilled strategist overcome any challenge and win the day—if the Force is with you!

Three Ways to Play

Use ***Star Wars Miniatures*** to:

- Play using the competitive ***Star Wars Miniatures*** skirmish rules detailed in this book.
- Collect the *Star Wars* fantasy, from Imperials to Rebels, droids to bounty hunters, and more. ***Star Wars Miniatures*** Booster Packs, sold separately, provide more miniatures for either head-to-head or roleplaying game play.
- Represent characters and creatures in the *Star Wars Roleplaying Game*. These official miniatures are designed for use with all *Star Wars Roleplaying Game* products.

Skirmish Rules

Across the expanse of the galaxy, elite Imperial units clash with Rebel strike teams in furious battles to decide the Galactic Civil War. This booklet provides the rules for fast, tactical miniatures battles (skirmishes) in the *Star Wars* universe.

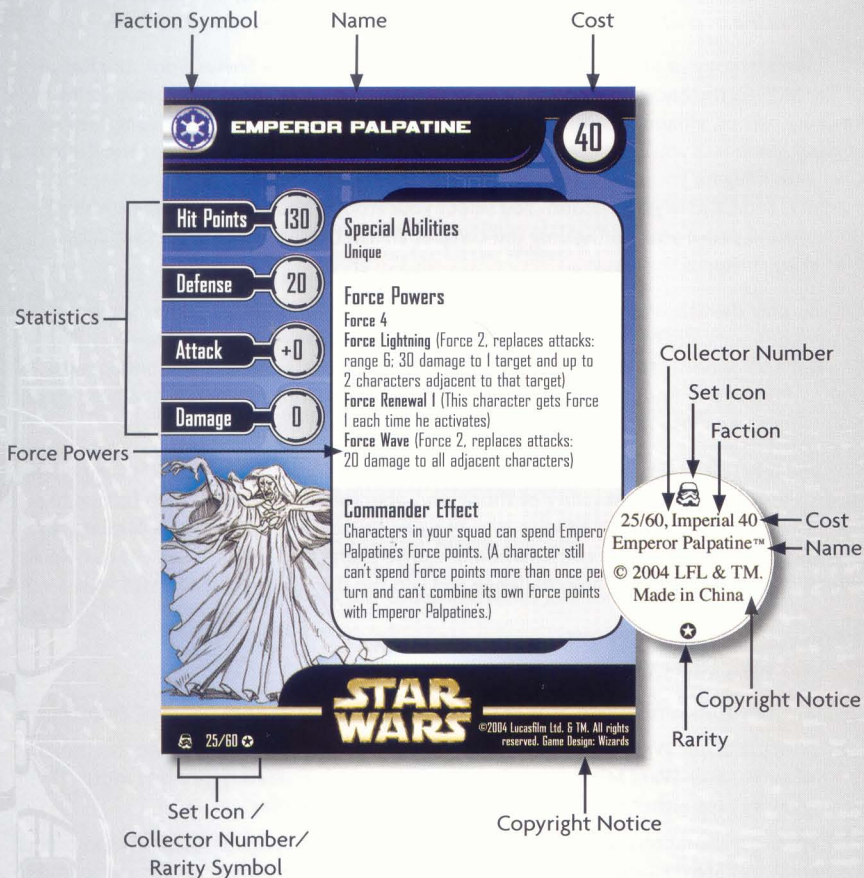
In a skirmish, a Rebel squad and an Imperial squad battle each other. The winner is the player whose squad defeats all the enemy characters. For other sorts of scenarios, including multiplayer and team skirmishes, see Scenarios on page 23.

Characters

Each miniature figure represents a character from the *Star Wars* universe. (These rules refer to all miniatures as “characters.”) Each character has a corresponding **stat card** that lists game statistics for the skirmish rules.

How to Read a Stat Card

Look at the stat card displayed below.



Name

Match the name on each stat card to the name on the base of the miniature.

Faction Symbol

Your squad belongs to a specific faction, which corresponds to the sides participating in the Galactic Civil War that rages during the Rebellion era. The factions are: the Rebel Alliance, the Empire, and the Fringe.

Each character's stat card has a symbol that identifies which faction it can fight for. Characters with the Fringe symbol can fight for any faction and so can be added to any squad.

Cost

The cost is the number of points you pay to add a character to your squad. A squad can have up to 100 points of characters in it.

Statistics

This section provides information pertinent to game play.

Hit Points represent how much damage a character can withstand before falling in battle. When a character's Hit Points are reduced to 0, the character is defeated and removed from the battle grid.

Defense represents how hard the character is to hit in combat. An attacker must roll this number or higher to hit the character and deal damage.

Attack is a measure of how effective the character is in combat, whether with a blaster, vibroknife, or claws. When the character makes an attack, roll the 20-sided die (1d20) and add this number. If the result equals or exceeds the enemy's Defense, the attack hits.

Damage is how much damage the character deals when an attack hits.

Special Abilities

These include any special attacks, qualities, or limits a character has. Special abilities may override the general rules.


Force Powers

Some characters have a Force rating, which is a number of points they can spend to use Force powers. Using a Force power costs Force points, as described in the power's description. Characters with Force points can also use them to reroll bad rolls or to move faster. Some characters with Force ratings have no Force powers; they can only use their Force points to reroll or move faster.

Commander Effect

Some characters can help the rest of their team, directing them, encouraging them, or coordinating their attacks. These effects are listed here.

Set Icon/Collector Number/Rarity Symbol

The icon tells you what set a miniature belongs to, such as the *Rebel Storm*™ set (whose icon is the Stormtrooper helmet ). The collector number lists the miniature's order in the set, as well as the total number of miniatures the set contains.

The rarity symbol indicates how easy the miniature is to find. There are four levels of collectability: common ●, uncommon ◆, rare ★, and very rare ☼.

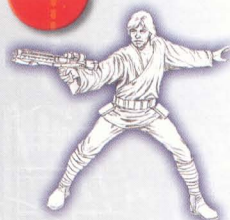
Building a Squad

In a skirmish, one player builds a Rebel squad, the other an Imperial squad.

Factions

The Galactic Civil War, marked by such famous engagements as the Battle of Yavin, the Battle of Hoth, and the Battle of Endor, is primarily fought between two factions—the tyrannical Empire and the freedom-fighting Rebel Alliance. A third faction, made up of independent crime lords, mercenaries, smugglers, and bounty hunters, is known as the Fringe. Members of the Fringe can join forces with either the Empire or the Rebels.

When building a squad, first choose the faction the squad belongs to. Each character's stat card gives its game statistics, including a faction symbol that shows which faction it can fight for.



THE REBEL ALLIANCE

The Alliance to Restore the Republic, commonly known as the Rebellion or the Rebel Alliance, is opposed to the tyrannical rule of the Empire and its New Order. Fighting from secret bases and constantly on the move, the Rebels revere the ideals of the Old Republic and look to the Force for inspiration and guidance in their struggle to overthrow the Empire.



THE GALACTIC EMPIRE

A regime of tyranny and evil, the Empire was carved from the dying corpse of the Old Republic. The Emperor uses his vast powers and Imperial war machine to subjugate planets, bolster his personal glory, and spread his doctrine of rule by fear throughout the galaxy. The Empire considers the Rebellion to be insignificant; an annoyance at best that will be crushed by the iron fist of the Imperial forces.



THE FRINGE

For the most part, members of the Fringe exist in the shadowy places beyond the scope of law and order. All manner of scoundrels and free agents inhabit the Fringe, each looking to make a quick credit or following their own code of conduct. They go where the money is, or where their ideals take them, usually rejecting established authority. Characters belonging to the Fringe faction can fight for either side—Rebel Alliance or Galactic Empire.

Squad Construction

After choosing a faction, start selecting characters to fight in your squad. You can spend up to 100 points to build your squad.

Cost: Each character has a point cost shown on its base and the top right corner of its stat card.

Factions: Your squad can contain characters that possess your faction's symbol or the Fringe symbol. One player (the Rebel player) constructs a squad of Rebel Alliance and Fringe characters, while the other (the Imperial player) constructs a squad of Galactic Empire and Fringe characters.

SAMPLE REBEL SQUAD

| Character | Cost |
|-----------------------|----------------|
| IG-88 | 37 |
| Luke Skywalker, Rebel | 17 |
| Rebel Officer | 13 |
| 5 Rebel Trooper | 25 |
| R2-D2 | 8 |
| Total Characters 9 | Total Cost 100 |

Squad-Building Etiquette

Construct your squad in secret, using the stat cards. Don't identify which characters you're using yet; just keep your hand of stat cards ready.

You reveal your squad when setting up the skirmish.

THE RIGHT SQUAD FOR THE RIGHT BATTLE

Squads have different strengths and weaknesses, depending on the mix of characters and the factions they belong to. Try creating several different squads and get a feel for how they play. Each rewards different strategies and tactics. One might consist of a large number of low-power characters, another could feature a few very powerful characters, while a third combines the two combat styles in some unique manner. The more combinations you try, the more tricks and tactics you learn—and the more you'll win!

Setup

This Entry Pack contains a **battle grid**, a two-sided sheet overlaid with a grid of 1-inch squares. If you want to get playing fast, use the side of the battle grid with the printed map (this represents a portion of a deck on the Death Star).

If you prefer, you can instead use the blank side of the battle grid and set up your own battlefield. See Scenarios on page 23 for more information.

Seating

Set the battle grid on the table. Players sit at opposite ends: the Rebel player at the end with the Hangar Bay section and the Imperial player at the end with the turbolifts.

The edges of the battle grid are impassable walls. There is no way off the battle grid.

Assemble Your Squad

Both players reveal their squads. The Rebel squad starts in the Hangar Bay section, with each character on the spaceship. (If there isn't room for all characters, the remaining ones start as close as possible to the ship.) The Imperial squad starts in either or both of the turbolifts in the opposite end of the battle grid.

The Rebel squad sets up first, then the Imperial squad. After you set up your squads, roll for initiative to start the skirmish.

Skirmish Basics

Once you have chosen your squad and set up the battle grid, you and your opponent take turns activating the characters in your squads.

How to Win

You win by defeating all the enemy characters. (Other scenarios and ways to win start on page 23.)

Tie-Breaker: If no character has damaged an enemy character, made an attack roll, or forced an enemy character to make a save for 10 rounds in a row, total up the points for characters who have been defeated. The player who has defeated the most points' worth of characters is the winner. If players are tied, the winner is the player who has a character closest to the center of the battle grid. If players are still tied, the player with the highest-cost character nearest the center is the winner.

Initiative Roll

A skirmish begins with an **initiative roll** to determine who goes first. Each player rolls 1d20. The player with the higher initiative roll chooses who goes first. (Reroll ties.) Sometimes you'll want to go first; other times you'll want to see what your opponent is up to before committing your forces.

Rounds, Phases, and Turns

A skirmish is played in **rounds**.

In each round, players **activate** characters in their squads to take actions, each activating two characters at time.

First Player: Activates two characters, one at a time. Activating two characters this way is called a phase.

Second Player: Activates two characters, one at a time.

First Player: Activates two more characters. These are characters that have not been activated yet this round.

Second Player: Activates two more characters. These are characters that have not been activated yet this round.

Repeat until all the characters have activated. Sometimes a player has more characters than his or her opponent and activates many characters at the end of the round.

Each character can be activated only once in a round. When a character activates, that is the character's **turn**. To indicate that a character has been activated in a round, turn its stat card or change the direction the miniature is facing.

A round ends when all players have activated all their characters once. Then a new round begins with a new initiative roll.

Activating Characters

An activated character can do one of the following things.

- Move up to 6 squares and then attack; **or**
- Attack and then move up to 6 squares; **or**
- Move up to 12 squares (and not attack).

“Replaces Attacks”: Sometimes a special ability or Force power says that it “replaces attacks.” In this case, a character can use that special ability or Force power instead of making its usual attack. A character can move up to 6 squares before or after using such a special ability or Force power, just as if it were an attack.

Movement

During its turn, a character can move up to 6 squares and attack, attack and then move up to 6 squares, or move up to 12 squares (but not attack).

Diagonals: When moving or counting along a diagonal path, each diagonal counts as 2 squares.

Corners: A character can’t move diagonally past the corner or end of a wall that extends to a grid corner (see Terrain on page 20).

Other Characters: A character can move through a space occupied by an ally, but it can’t end its move in an occupied square. A character cannot move through a space occupied by an enemy. Even moving while adjacent to an enemy is dangerous. See Attacks of Opportunity, below.

Movement

Luke Skywalker

1, 2 1, 2 3, 4, 5, 6 3, 4 5 6

Moving diagonally costs double. A character can't move diagonally past the corner or end of a wall. Moving through low objects also costs double.

If a character moves diagonally through low objects, the cost of movement doubles twice.

Terrain: Features on the battle grid and terrain tiles can affect movement. See Terrain on page 20.

Low Objects: It costs double to move into a square with low objects. (Moving diagonally into a square containing low objects costs 4 times as much.)

Walls and Pits: Walls and pits block movement. Some big objects count as walls.

Doors: Doors act like walls while closed and have no effect while open.

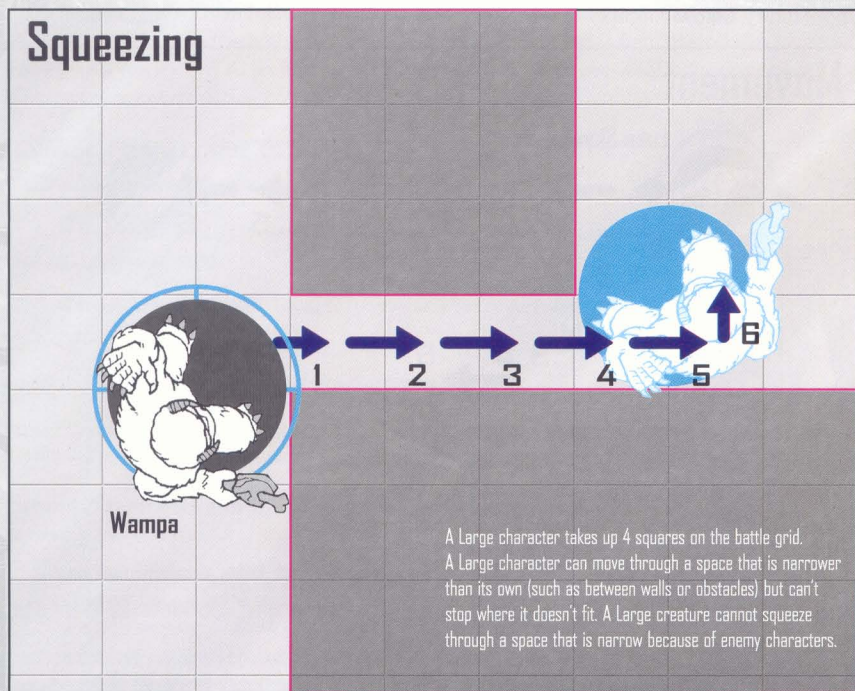
Large Characters and Movement

Large characters occupy a space 2 squares wide and 2 squares long. They pay the extra costs for moving into low objects if any part of their space moves into a square containing low objects. They cannot move if any part of their space would move into a square containing an enemy.

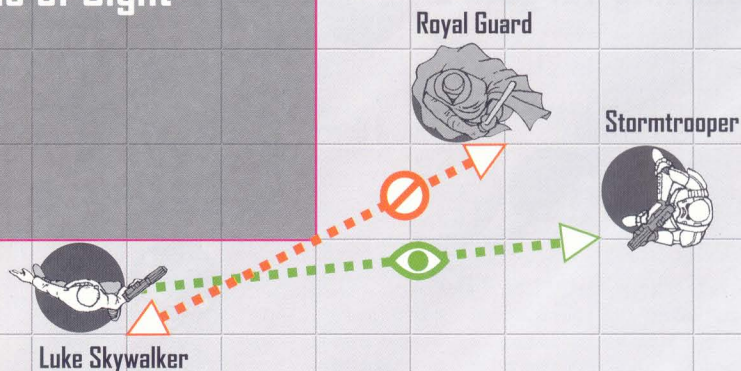
Squeezing: Large characters can squeeze through small openings (such as single-square doors) and down narrow hallways, provided that they end their movement in an area that they can normally occupy. Large characters cannot squeeze past enemies.

Attacks and Damage

Some characters in the *Star Wars* universe attack with blasters, others use vibro weapons, and others wield lightsabers. When a character attacks an enemy, you choose your target, make an attack roll, and, if the attack roll hits, deal damage.



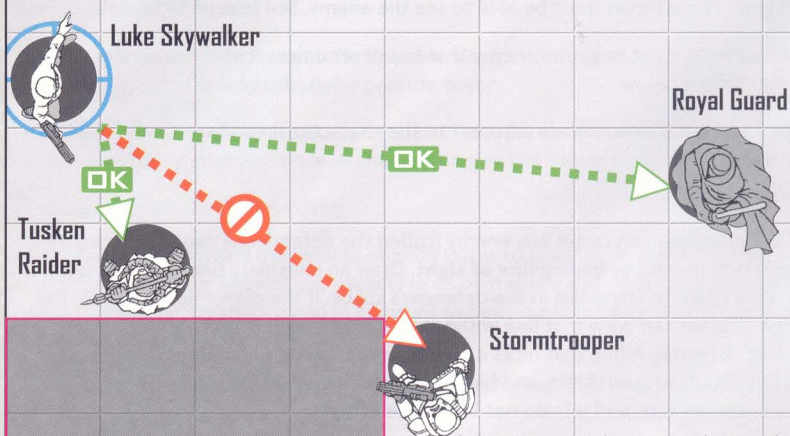
Line of Sight







Two characters have line of sight to (can see) each other if there's at least one clear line between their spaces. A line that nicks a corner or runs along a wall does not provide line of sight. In this example, Luke can see the Stormtrooper but not the Royal Guard.

A character needs line of sight to an enemy to attack that enemy. Luke can attack the Stormtrooper but not the Royal Guard.

Choosing Targets 1



A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, Luke can attack either the Tusken Raider or the Royal Guard. He can't shoot the Stormtrooper because it has cover against him and it's not the nearest enemy.

| Choosing Targets 2 | | | |  Luke Skywalker | | | |
|--|--|---|--|---|---|--|--|
| | | | | | | | |
| | | Han Solo  | Royal Guard  | | | | |
| | | | | | Stormtrooper  | | |
| <p>If one or more enemies are adjacent to an attacking character, the attacker must choose one of those enemies as the target. In this example, Han can't attack the Stormtrooper because the Royal Guard is adjacent to him.</p> <p>A character can attack an enemy with cover only if that enemy is the nearest one to the attacker (or tied for nearest). In this example, the Stormtrooper can attack either Luke or Han. The Royal Guard gives cover to Han (+4 bonus to Defense), but since Han and Luke are both 5 squares away from the Stormtrooper, the Stormtrooper can choose to shoot Han anyway.</p> | | | | | | | |

Choosing Your Target

Before making an attack, choose which enemy the character is targeting.

Line of Sight: The attacker must be able to see the enemy. See Line of Sight, below.

Cover: A character can't target an enemy that has cover unless that enemy is the nearest. See Cover, below.

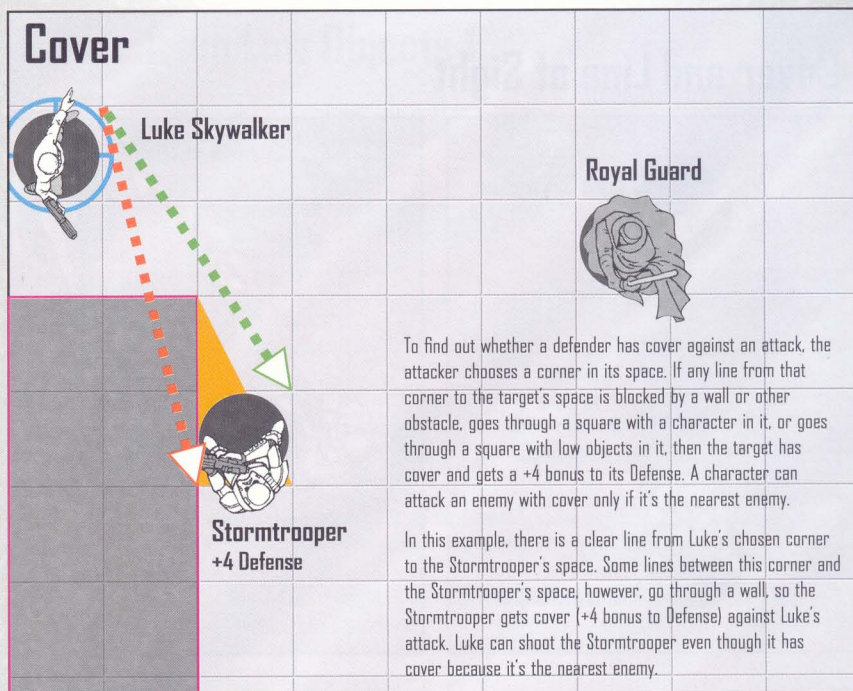
Adjacent Enemies: If enemies are adjacent to the character, it can target only one of those enemies.

Line of Sight

Generally, a character can target any enemy (called the defender) it can see. Seeing a defender is determined by finding **line of sight**. Draw an imaginary line from any point in the attacker's space to any point in the defender's space. If the player who controls the attacking character can draw that line without touching a wall, that character has line of sight to that defender. A line that nicks a corner or runs along a wall does not provide line of sight. Only walls, closed doors, and big objects that count as walls block line of sight. Characters, low objects, and pits do not block line of sight.

Cover

Characters and certain kinds of terrain, such as low objects and walls, can provide **cover** against attacks. A character can attack an enemy with cover only if it's the nearest enemy. Even if the attacker can attack the enemy with cover, the enemy gets a +4 bonus to its Defense for having cover.



To determine whether an enemy has cover, the player who controls the attacking character chooses a corner of a square in the attacking character's space. If any line traced from this point to any point in the enemy's space passes through a wall or a square that provides cover, the enemy has cover.

The enemy does not have cover if the line runs along or merely touches the edge of a wall or other square that would otherwise provide cover.

No matter how many terrain features or characters provide a character with cover, it gets the +4 bonus to Defense just once. A character never has "double cover."

An adjacent enemy never has cover.

Low Objects and Cover: Low objects provide cover to enemies in those squares. However, an attacking character ignores low objects in its own space and adjacent squares. Low objects in the attacker's space and in adjacent squares don't provide cover to enemies. The attack can "shoot over them."

Characters and Cover: Characters provide cover, whether they're allies or enemies.

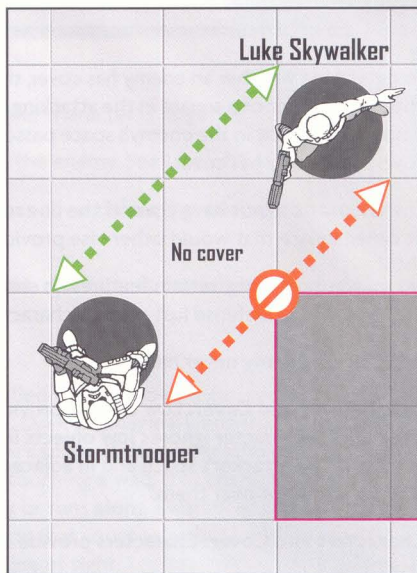
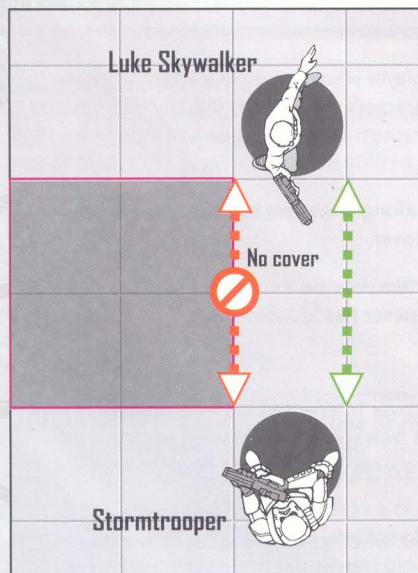
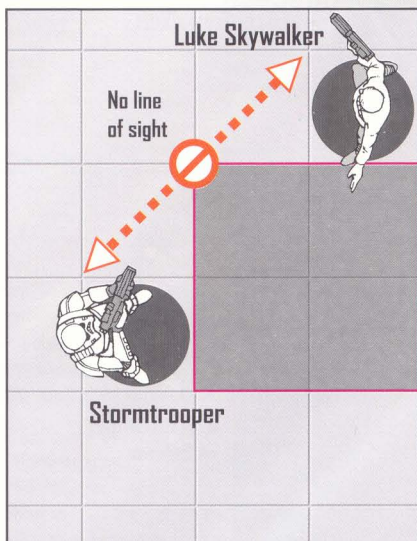
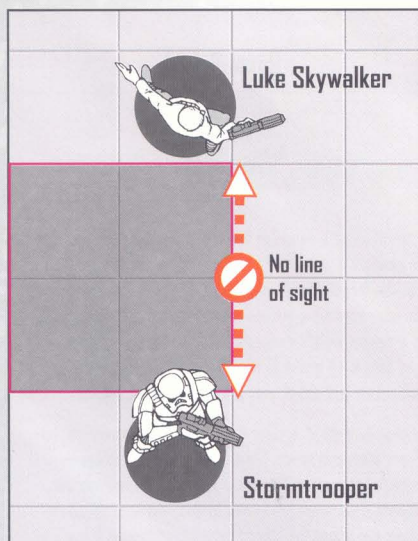
Making Attacks

Making an attack means first making an attack roll and then, if the attack hits, dealing damage.

Attack Rolls

When your character attacks, you make an attack roll. Roll 1d20, add the character's Attack number, and add any other modifiers that apply.

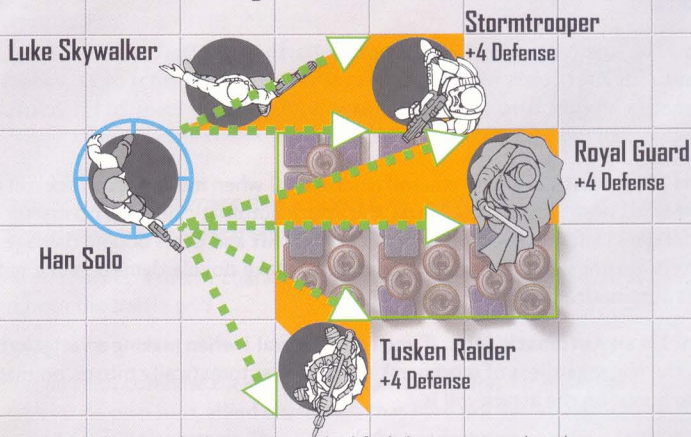
Cover and Line of Sight



A line that runs along a wall or that nicks a corner of a wall does not provide line of sight. But if some other line does provide line of sight, a line that runs along a wall or that nicks a corner also does not grant cover.

When determining line of sight or cover, don't count lines that run along walls or that nick corners.

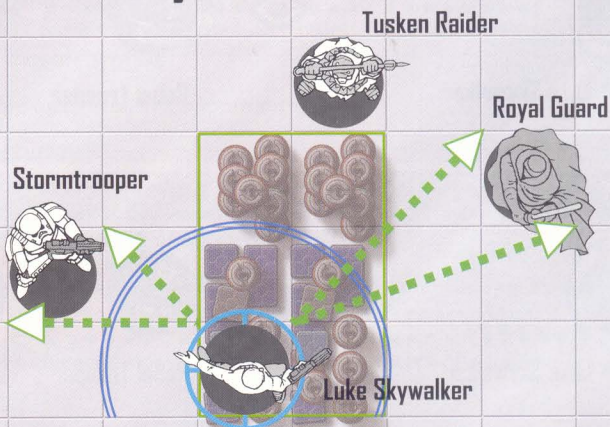
Cover from Low Objects 1



If a line from the attacker's chosen corner to the defender's space passes through a square containing low objects or another character, the defender has cover (+4 bonus to Defense).

In this example, Han can attack one of the three enemies. The low objects provide cover to the Royal Guard and Tusken Raider. Luke provides cover to the Stormtrooper. Since these three enemies are equally close to Han, he can shoot any one of them even though they have cover.

Cover from Low Objects 2



When checking to see whether the target of an attack has cover, the attacker can ignore low objects in its own space and in adjacent squares. Low objects in these squares don't provide cover to enemies.

In this example, Luke can attack either the Stormtrooper or the Royal Guard. Neither enemy has cover against his attack. The Tusken Raider, however, has cover from the low objects. Since the Tusken Raider has cover and is not the nearest enemy, Luke can't shoot that character. If the Stormtrooper shot Luke, Luke would have cover (+4 bonus to Defense) from the low objects in his square.

If the result of an attack roll equals or exceeds the enemy's Defense, the attack hits. The attacking character deals damage (its Damage number), which reduces the enemy's Hit Points.

For example, Luke Skywalker, Rebel shoots at Darth Vader, Dark Jedi. The Rebel player rolls 1d20 and adds 7 for Luke's Attack. The die comes up 15, for a total of 22. Vader's Defense is 22, so that's a hit (just barely). Luke's Damage is 20, so Vader loses 20 Hit Points. He drops from 140 to 120.

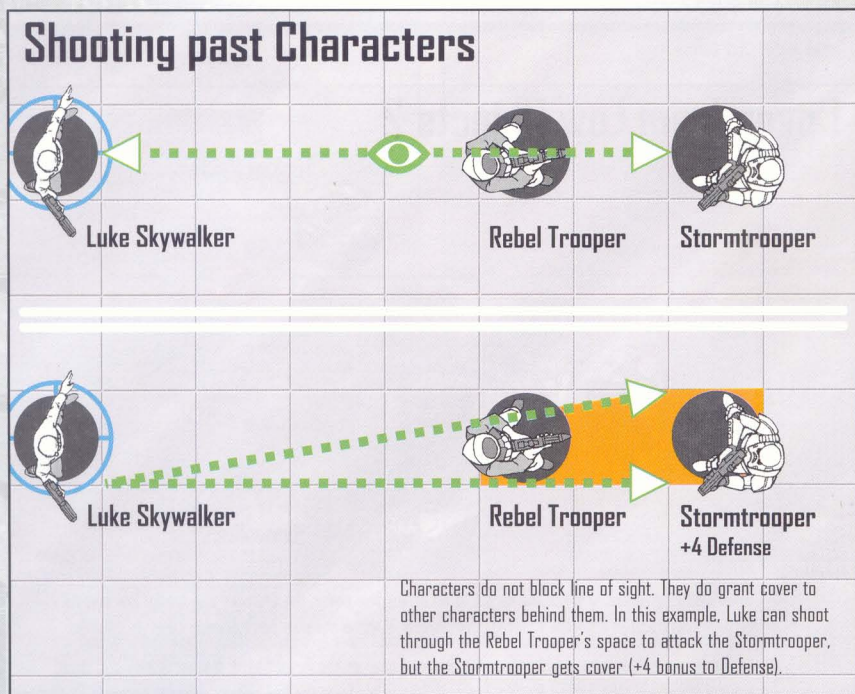
Natural 20 is a Critical Hit: If you roll a natural 20 when making an attack roll (a roll of 20 on the die, regardless of modifiers), the attack automatically hits, no matter how high the defender's Defense. In addition, it is a **critical hit** and deals double damage. Droid characters are immune to critical hits and do not take double damage, but a natural 20 still hits automatically.

Natural 1 is an Automatic Miss: If you roll a natural 1 when making an attack roll (a roll of 1 on the die, regardless of modifiers), the attack automatically misses, no matter how high the bonus on the attack roll is.

Attack Roll: 1d20 + Attack number.

A total equal to or greater than Defense is a hit.

A hit deals damage, which reduces Hit Points.



ATTACKING ALLIED CHARACTERS

A character cannot attack an allied character.

This restriction doesn't prohibit the use of special abilities and Force powers that also harm allies—only attacks.

Damage and Hit Points

When an attack hits, it deals damage that reduces the enemy's Hit Points. You can use the counters in this Starter Set to keep track of damage.

Reduced to 0 Hit Points: When a character's Hit Points drop to 0 or lower, it is defeated and removed from the battle grid.

Combined Fire

Multiple characters can combine their attacks in **combined fire**. When a character makes an attack on its own turn, allied characters that have not yet activated this round can combine fire to aid in the attack. These allied characters must have line of sight to the target. Characters with the Melee Attack special ability, or characters that deal no damage, cannot use or benefit from combined fire.

These allied characters activate immediately, and give the attacker a +4 bonus to Attack for each character activated in this fashion. The characters don't do anything with their activation other than grant the combined fire bonus, and they can't activate again that round. In a sense, the characters give up their turns for the round to aid in the attack.

You have to decide which allies combine fire before making the attack roll. You can't make the attack roll and then decide how many allies help out with combined fire.

The bonus from combined fire is only good for a single attack. If a character has a special ability that lets it make more than one attack on its turn, the bonuses are good only for the attack to which they are applied.

You can't combine fire on an attack of opportunity.

Attacks of Opportunity

If an enemy moves out of a square adjacent to a character, that character can make a single, immediate attack against that enemy (even if the character has already activated this round). This is called an **attack of opportunity**.

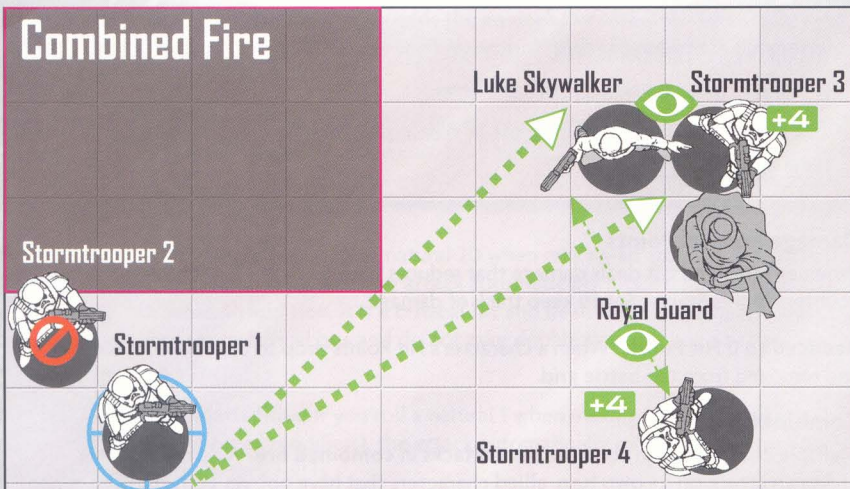
One Per Turn: There is no limit to the number of attacks of opportunity a character can make in a round, but it can make only one during a given character's turn.

Attack is Optional: A character does not have to make an attack of opportunity when one is available.

Timing: A character makes an attack of opportunity in response to an enemy's movement. The attack takes place when the enemy is about to leave the adjacent square, but before it actually does. Pause the movement and make the attack; if the enemy is not defeated, it continues moving.

In a skirmish with more than two players, if characters from several different squads are able to make an attack of opportunity, resolve attacks in play order (acting player first, then clockwise around the table).

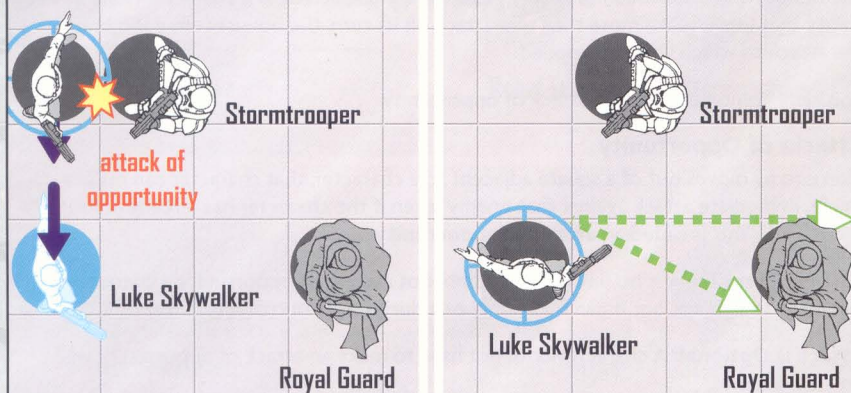
Combined Fire



When a character attacks, allied characters that have not yet activated this round and that have line of sight to the defender can combine fire. These characters activate immediately, each giving the first character a +4 bonus on the attack roll. Characters with the Melee Attack special ability, or those that deal no damage, can't use or benefit from combined fire.

In this example, Stormtrooper 1 shoots at Luke. Stormtrooper 2 can't combine fire because it doesn't have line of sight to Luke. The Royal Guard can't combine fire because it has the Melee Attack special ability. Stormtroopers 3 and 4 each activate, and each gives Stormtrooper 1 a +4 bonus on the attack roll, for a total bonus of +8.

Attack of Opportunity



If a character moves out of a square that's adjacent to an enemy, that enemy can make an immediate attack against that character, called an **attack of opportunity**. A character can make only one attack of opportunity per turn.

In this example, Luke starts his turn adjacent to a Stormtrooper. A character adjacent to an enemy can attack only that enemy or another adjacent enemy. Since Luke wants to attack the Royal Guard, he moves away from the Stormtrooper. This provokes an attack of opportunity from the Stormtrooper. Then Luke shoots the Royal Guard.

Single Attack. An attack of opportunity is a single attack. Characters with special abilities that allow them to make additional attacks can still make only one attack of opportunity.

Walls: Two characters are adjacent only if they have line of sight to each other. If two characters are on opposite sides of a wall, they aren't adjacent, so neither can make attacks of opportunity against the other.

"Replaces Attacks": Some special abilities take the place of attacks. They cannot be used in place of attacks of opportunity.

Special Abilities and Attacks

Sometimes a special ability deals damage, or it adds to the damage dealt by an attack. See the description of the special ability in the glossary at the end of this rulebook for its effects.

Some special abilities allow a character to make additional attacks in a single turn. Roll for each attack separately: If you defeat one enemy, you can target another enemy with any remaining attacks.

Melee Attack: Characters with the Melee Attack special ability can attack only adjacent enemies. Characters with Melee Attack cannot use combined fire, either to gain a bonus or to give a bonus to another character.

EXAMPLE ATTACK

It's the Imperial player's phase. He activates a Stormtrooper. (Look at the Combined Fire diagram on page 16.)

Movement: The Stormtrooper can't see Luke Skywalker because walls are in the way, so the Imperial player moves the Stormtrooper 6 squares. At the end of the Stormtrooper's movement, he has a clear shot at Luke. (That is, Luke has no cover.)

Target: The Stormtrooper chooses Luke as the target. After all, the Imperial player moved the Stormtrooper into position to shoot Luke.

Combined Fire: Before making the attack roll, the Imperial player decides to include two other Stormtroopers in the attack. They activate immediately to give the attacking Stormtrooper a +8 bonus on the attack roll (+4 each).

Attack Roll: The Imperial player makes the Stormtrooper's attack roll. He rolls 1d20, which comes up 7. The player adds +4 for the Stormtrooper's Attack and +8 for combined fire, for a total of 19. Luke's Defense is 17, so that's a hit.

Damage: The Stormtrooper has a Damage rating of 10, so Luke takes 10 points of damage. He started with 40 Hit Points, so he has 30 left.

Special Abilities, Force Powers, and Commander Effects

Some characters have special abilities, Force powers, and commander effects listed on their stat cards. Look in the glossary at the end of this booklet for rules about specific special abilities, Force powers, and commander effects.

Using Special Abilities

Most special abilities are automatic. They either always work, or they work under certain conditions. For example, Han Solo has Accurate Shot (target enemies regardless of cover) and Cunning Attack (bonuses to Attack and Damage against a character who hasn't activated this round). If you're activating Han Solo, you don't have to choose whether to use a special ability, and you don't have to decide between one or the other. They both work whenever you need them to.

Force Points and Force Powers

Some characters have access to the Force and can use it for a number of effects. These characters have Force points (and a Force rating on their stat cards).

Reroll: A character can spend 1 Force point to reroll an attack or save that it has just made. You can even reroll a natural 1 on an attack (normally an automatic miss). You must take the result of the second roll, even if it's worse. Since an initiative roll affects a whole squad, not just an individual character, you can't spend a Force point to reroll initiative.

Move Faster: A character can spend 1 Force point to move 2 extra squares on its turn. This extra distance is added onto the character's regular move. Luke Skywalker, Rebel, for example, can use this option to move 8 squares and attack or move 14 squares without attacking. He can't, however, move 6 squares, attack, and then spend 1 Force point to move another 2 squares.

Force Powers: A character can spend Force points to use a Force power listed on its stat card. The Force power's rules text lists how many Force points it costs to use. A few characters with Force points don't have any special Force powers; they can only use their Force points to reroll or to move faster.

Spending Force Points: When a character spends Force points, they're gone for the rest of the skirmish. Use them wisely.

Once per Turn: A character can use the Force only once per turn. However, it may use the Force more than once per round, during other characters' turns, if appropriate.

For example, Darth Vader, Dark Jedi starts with 5 Force points. On his turn, he uses 1 Force point to move 8 squares and end up adjacent to several enemies. He's down to 4 Force points. He wants to attack all the adjacent enemies, but he can't use his Lightsaber Sweep Force power to do so, because he's already spent Force points this turn. He can attack just one enemy instead. After his turn is over, an enemy takes its turn and targets Darth Vader with Grenades. Vader fails his save. Since it's another character's turn, he can spend 1 Force point to reroll his failed save.

Commander Effects

Some characters are able to influence allies on the battlefield. These characters have commander effects. Commander effects do not affect Droid characters or Savage characters, such as a Wampa.

Rules for Special Abilities, Force Powers, and Commander Effects

Special abilities, Force powers, and commander effects all have some rules in common.

Replaces Attacks

Many special abilities and Force powers allow a character to use them anytime during its turn, and their use doesn't prevent that character from being able to attack during that turn. If using a special ability or Force power replaces attacks, this fact is noted in the ability's rules text on the stat card and in the definition in the glossary at the end of this booklet. Special abilities and Force powers that replace attacks can be used only on the acting character's turn, not in place of an attack of opportunity.

Targets of Special Abilities and Force Powers

When you choose an enemy as a target for a special ability, use the same rules as for attacks.

Line of Sight: You can choose only an enemy that the acting character can see.

Cover: If an enemy has cover, you can't choose it as the target unless it's the nearest enemy.

Adjacent Enemy: If one or more enemies are adjacent to the acting character, you must choose one of these enemies as the target.

Simultaneous Effects

If several effects happen at the same time, play them out one after the other. Usually it doesn't matter what order these effects happen in. If it does matter, use the following rules.

Player's Choice: If several effects apply to one player's character or characters, that player determines the order.

Acting Player First: If the effects apply to more than one player's characters, the acting player (the one whose character is taking a turn) goes first. If there are more than two players in the skirmish, the player to the left goes next, and so on.

Terrain

The Death Star side of the battle grid and the terrain tiles included in the **Star Wars Miniatures** Starter Set contain a variety of terrain. Terrain can affect movement, line of sight, and cover.

Squares and Edges: Different kinds of terrain have color-coded borders to remind you to treat the whole square or edge as that terrain, to make it clear what sort of terrain it is, and to indicate which corners can be crossed diagonally. Terrain applies to an entire square or edge if the color-coded borders extend to the corners of that square or edge. For example, the image of a pylon might not fill a whole square, or it might spill across a border into another square, but for game purposes, only the indicated square is treated as containing a wall. All squares inside a larger bordered space count as that kind of terrain.

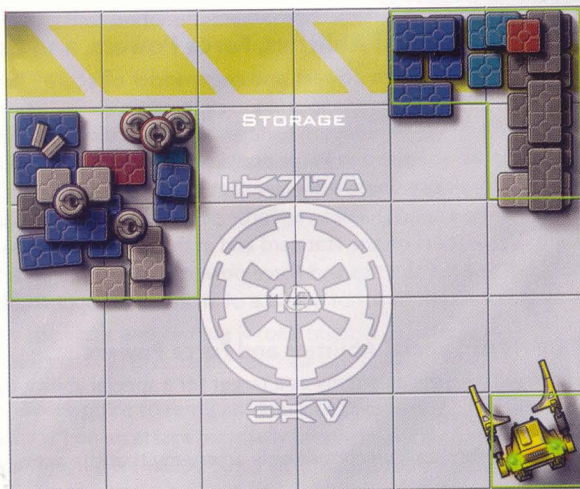
Low Objects

Computer terminals, chairs, crates of equipment, and similar obstacles are collectively referred to as **low objects**. A square containing low objects has a green outline.

Movement: It costs twice as much to move into a square containing low objects. This means it counts as 2 squares, or 4 squares if moving diagonally into a square containing low objects.

Line of Sight: Low objects do not block line of sight.

Cover: Low objects provide cover. The attacking character ignores low objects in the space it occupies and in adjacent squares for determining cover.



Walls

Walls are high objects that separate squares. Some very large objects are high enough to be considered walls. An edge that's a wall has a magenta line along it.

Movement: Characters cannot move through walls. They cannot move diagonally across a wall corner if its color-coded border extends to that corner.

Line of Sight: Walls block line of sight. Characters on opposite sides of a wall are not adjacent.

Cover: Walls can provide cover (when they don't block line of sight altogether).

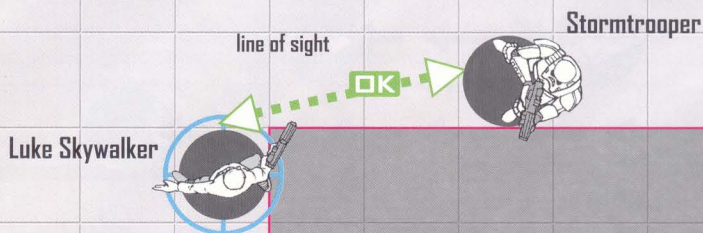
Doors

Doors can open and close during the course of a skirmish. An edge that's a door has light blue squares along it. Doors are closed and considered walls unless they are open.

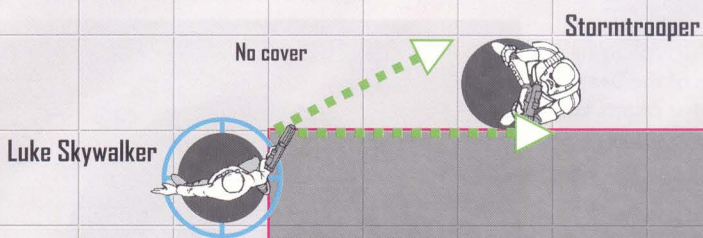


Opening a Door: A door becomes open at the end of any character's turn when a character is adjacent to the door. An open door has no effect on movement, line of sight, or cover. (It's effectively not there anymore.)

Shooting Around Corners

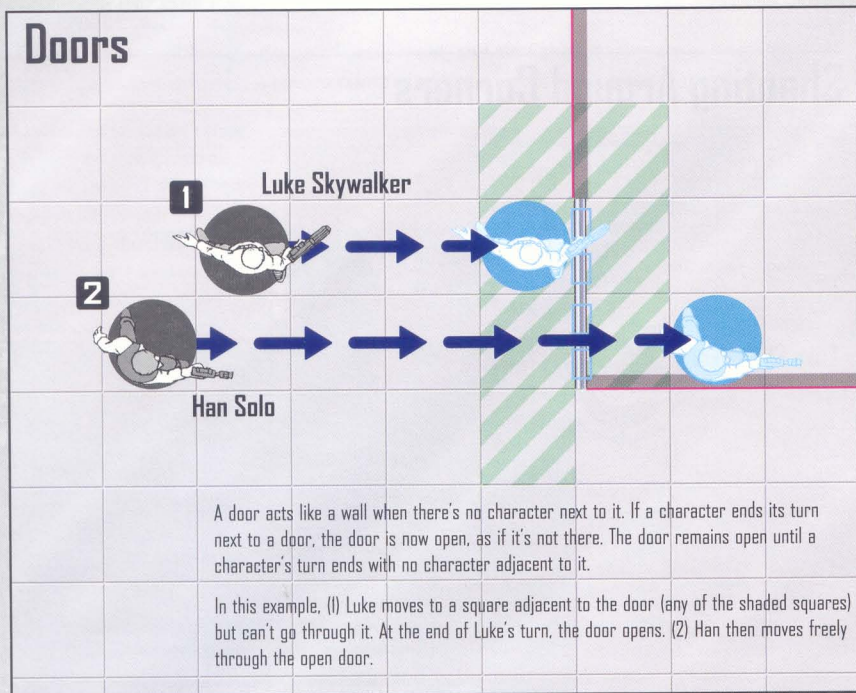


A character can usually shoot around a nearby corner at no penalty. In this example, Luke and the Stormtrooper have line of sight to each other. Remember, you only need a single clear line from one character's space to another's to get line of sight.



To determine whether a defender has cover against an attack, the attacker chooses a corner in its space. If all the lines to the defender's space from this point are clear, then the defender doesn't have cover. In this example, Luke can shoot around the corner, and the Stormtrooper has no cover. If the Stormtrooper shot Luke, Luke would get cover (+4 bonus to Defense).

Doors



Closing a Door: A door remains open until a character's turn ends with no character adjacent to it, at which point it becomes closed.

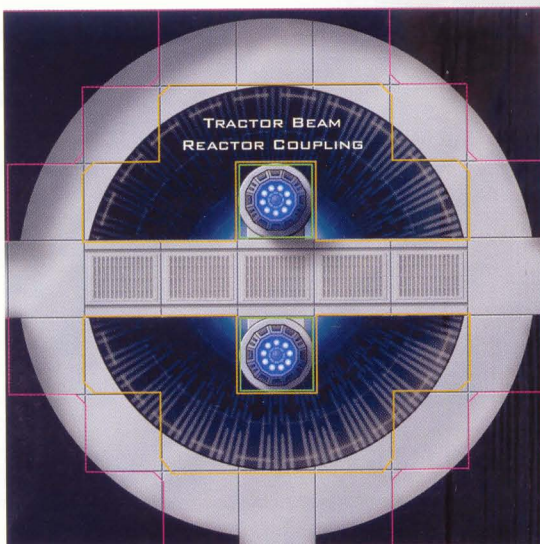
Setup: If a character sets up next to a door (so that the skirmish starts with the character there), the door starts the skirmish already open.

Pits

Pits are deep shafts plunging into the depths of the Death Star. A square that counts as a pit has an orange outline.

Movement: Characters cannot move into a square containing a pit unless they have the Flight special ability. Characters with Flight can move through a square containing a pit but cannot end their movement in that square.

Line of Sight and Cover: Pits do not block line of sight, nor do they provide cover.



Scenarios

In addition to setting up skirmishes as described in these rules, you can fight other sorts of battles. This section gives you more rules for setting up different kinds of skirmishes.

Fringe Squads

The basic rules assume that one player has an Imperial squad and the other a Rebel squad. It's also possible to create a Fringe-only squad, which can't have Rebel or Imperial characters in it. In the basic, two-player skirmish, a Fringe squad sets up either in the Hangar Bay section or in the turbolifts, depending on what the opponent is playing. If both players have Fringe squads, dice off to decide where each squad sets up.

Battle Grid Options

You can change the field of battle in various ways.

Terrain Tiles

You can use the **terrain tiles** in the Starter Set to change the battlefield. These can either modify the Death Star side of the battle grid or add terrain to the blank side.

Death Star Side: Changing the Death Star battle grid presents you with new tactical challenges. You can lay terrain tiles over preprinted rooms. Don't block corridors when you do this.

Blank Side: Adding terrain to the blank battle grid lets you create a setting of your own design. Lay the terrain tiles out as you choose, to represent an underground base, space station, Rebel stronghold, Imperial prison, or other contested location.

No Tight Spaces: Place the terrain tiles so that there's always at least a 2-square gap between any impassable terrain, such as two walls or a wall and a pit. You can place a terrain tile so it lines up along the edge of the battle grid, but you can't leave a 1-square gap between impassable terrain and the grid edge.

No Overlapping: Two tiles can't overlap.

Starting Areas: Don't place terrain tiles on a player's starting area unless that player agrees to it.

Competitive Terrain Placement: This option lets you place terrain tactically, to help you and get in your opponent's way. Players each roll 1d20. Whoever rolls highest places a terrain tile. If there are more than two players, the player to the left places a tile next, and so on until they're all placed (or there's no room for the remaining tiles).

The blank side of the battle grid has designated starting areas, depending on the number of players. You cannot place terrain in an opponent's starting area.

Setting Up: When setting up your squad on the blank side of the battle grid, place your characters in a designated starting area. Dice off to see who deploys first; the player who rolls highest decides. If there are more than two players, the player to the left deploys next, and so on.

Multiple Battle Grids

You can put more than one battle grid together for larger battles.

If you put two or more Death Star sides together, you make a larger deck portion of the Death Star. In that case, the edges aren't completely impassable: The corridors are set up so that you can join them in various ways to connect one battle grid to another.

If you put two or more blank battle grids together, you can make a larger location of your own design. Characters can cross the connected edges unless you place impassable terrain there.

Three-Way Skirmishes

In a three-way skirmish, all three players fight against one another.

Three-Way Squads

No more than one player can play a Rebel squad, and no more than one player can play an Imperial squad. At least one player plays a Fringe squad (maybe more than one). As a special rule, the Imperial and Rebel squads can't have Fringe characters. That way, the Fringe player has access to different characters from the other players.

Three-Way Setup

On the Death Star side of the battle grid, each squad starts in one of the six corridors that go to the edge of the grid. Players each roll 1d20, and whoever rolls highest chooses a corridor to be his or her setup corridor. The player to that player's left sets up in the second-closest corridor to the left, and the player to the right sets up in the second-closest corridor to the right. This pattern leaves one empty corridor between any two setup corridors.

All characters start in their squad's setup corridor as close as possible to the edge of the battle grid. If a squad has Large characters, set them up first, all as close as possible to the edge. Then set up the rest of the characters.

For setup on the blank side of the battle grid, see the rules for using terrain tiles, above.

Three-Way Victory

In a three-way skirmish, you don't play until one player is the only one left with characters on the battle grid. Instead, players score points as they defeat enemies. Once you have scored points equal to your squad's total value, you win, even if there are enemies left. This rule means that you're rewarded for attacking the enemy, not for hanging back and letting the other two squads fight each other.

If you happen to defeat your own character, such as with damage from the Grenades special ability, then each other player gets half that character's points (rounded down).

Team Play

If you have four players, you can fight a skirmish in teams.

Team Play Squads

Two players play Imperial squads, and the other two play Rebel squads. As with two-player games, any player can use Fringe characters.

Unique Characters: A team can't have more than one copy of a Unique character, just as if the team were a squad. For example, if one squad has Luke Skywalker, Jedi Knight, the other cannot have Luke Skywalker, Jedi Knight, or Luke Skywalker, Rebel.

Allies: Characters in a teammate's squad are allies of your characters.

Team Play Setup

Use the blank side of the battle grid and place terrain tiles as described on page 23. Each squad starts in one starting area designated for 4-player skirmishes. Two squads can't set up in the same starting area. Teammates' squads set up diagonally across from each other. That way, phases alternate from one team to the other.

Team Play Victory

Play until both squads of one team have been entirely defeated.

Out of the Box Scenario

When playing right out of the box, you ignore factions and the Unique special ability. Just play with whatever you get!

Out of the Box Format

You can play Out of the Box with two players, three players, or teams. You can use any of the battle grid options.

Out of the Box Squads

Each player opens one sealed **Star Wars Miniatures** Booster Pack and plays with all the miniatures inside. Ignore factions, the Unique special ability, and point limits for squads.

Out of the Box Victory

As in a three-way skirmish, when you defeat an opponent's character, you score points equal to its cost. You win when you score points equal to the starting value of your own squad or when all enemies have been defeated.

Team Victory: For team play, a team wins when it scores points equal to the total value of the teammates' squads or when all enemies are defeated.

Special Scenarios

You can create special scenarios for added fun. These might recreate battles from the movies or be special skirmishes of your own design. Your imagination is your only limit.

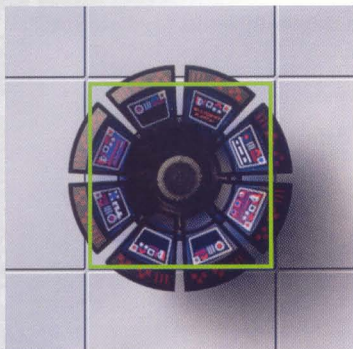
Rescue the Princess

This is a special scenario that recreates a daring raid on the Death Star. Use the Death Star side of the battle grid.

Squads: The Imperial player builds a 65-point squad, and the Rebel player builds a 125-point squad. After building his or her squad, the Imperial player then adds four Stormtroopers and one Stormtrooper Officer to it. The Rebel squad cannot include Princess Leia, Captive, or Princess Leia, Senator.

If you prefer, you can use the custom squads described in the sidebar.

Setup: Princess Leia, Senator starts the skirmish in a cell of the Imperial player's choice in the Detention Block section of the battle grid. The Imperial player sets up one Stormtrooper



Officer in a square containing one of the two duty stations (pictured here) in that section, and each of four Stormtroopers in a square containing one of the other four duty stations on the battle grid.

Then the Rebel player sets up, with all characters on the spaceship. (If there are too many characters, the others set up adjacent to the spaceship.) Finally, the Imperial player places the rest of the Imperial characters in the turbolift adjacent to the Ion Cannon Battery Control section of the grid.

Princess Leia: Princess Leia, Senator starts the game as a prisoner and belongs to neither squad. She joins the Rebel squad at the end of any turn

on which the door to her cell is open. Only a Rebel character can open the door. Princess Leia cannot open it.

Imperial Reinforcements: If the Imperial initiative roll is an odd number, place two additional Stormtroopers in the turbolift near the Detention Block. If the Imperial initiative roll is an even number, place two additional Stormtroopers in the turbolift near the Ion Cannon Battery Control section. These reinforcements are placed on the map immediately before the Imperial player's first activation of the round.

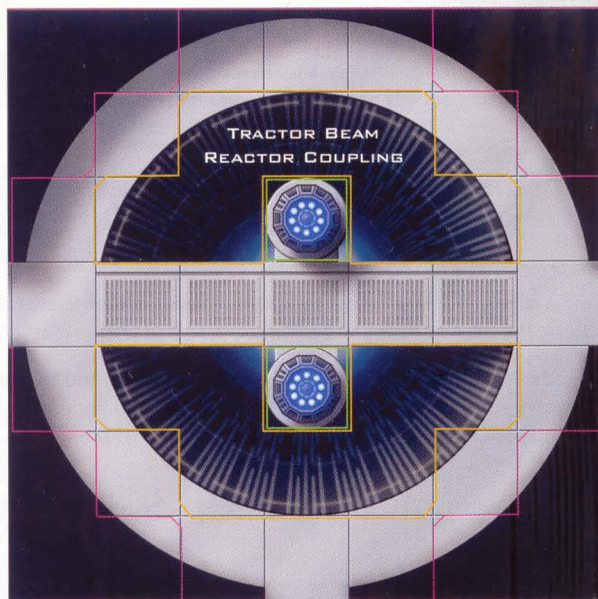
Victory: The Rebel player wins by doing three things (they don't have to be in order):

Disable the Tractor Beam: One Rebel character must start and end a turn on a control square (the two squares containing circular shapes) in the Tractor Beam Reactor Coupling.

Find Leia: Open the detention cell door and move Princess Leia out.

Get on the Ship: Move Princess Leia onto the spaceship.

The Imperial player wins by defeating Princess Leia or otherwise preventing a Rebel victory.



RESCUE THE PRINCESS—CUSTOM SQUADS

Instead of building your own squads, you can use these custom squads for the Rescue the Princess scenario.

IMPERIAL SQUAD

| | |
|------------------------|-----------|
| Darth Vader, Dark Jedi | 55 |
| 1 Stormtrooper Officer | 14 |
| 6 Stormtrooper | <u>30</u> |
| | 99 |

(This includes the Stormtrooper Officer and Stormtroopers set up on duty stations as described in the scenario.)

REBEL SQUAD

| | |
|-----------------------|-----------|
| Luke Skywalker, Rebel | 17 |
| Han Solo | 28 |
| Chewbacca | 24 |
| R2-D2 | 8 |
| C-3PO | 6 |
| Obi-Wan Kenobi | <u>38</u> |
| | 121 |

Balancing Scenarios

Sometimes a special scenario may seem to favor one faction over the other, or both players may want to play the same faction. If players agree, they can use a “bidding system,” adding points to the less favored squad. Whoever bids lowest plays that side, building the squad with the bid number of points.

For example, Bill and Mary are preparing to play the Rescue the Princess scenario. They both want to play the Empire and neither wants to play the Rebels (who start with a squad worth 125 points). Bill starts the bidding, saying he would play the Rebels with a squad costing 150 points. Mary responds with 140 points. Bill comes back with 135 points. Mary agrees to let Bill play the Rebels with a 135-point squad and begins setting up her Empire forces. Bill adds another 10 points to his 125-point Rebel squad and gets ready to rescue the princess!

Glossary

This glossary explains game terms, as well as keywords that appear on stat cards. It also contains detailed information on special abilities and Force powers.

Force powers are identified as “(Force).”

Definitions

The following terms are listed in alphabetical order.

Accelerate: A character with this special ability can move up to 24 squares if it does not attack.

Accurate Shot: A character with this special ability can attack an enemy regardless of whether it has cover. The enemy still gets a +4 bonus to Defense from cover.

For example, Han Solo has Accurate Shot. He can shoot past a Stormtrooper and attack the Stormtrooper Officer behind that Stormtrooper. Normally a character can't target an enemy with cover unless it's the nearest enemy, but Han can shoot the Officer because he has Accurate Shot.

acting: The acting character is the character who is currently moving, attacking, or using a special ability or Force power. The acting player is the player whose squad that character belongs to.

Usually the acting character is the character who is taking its turn, but in cases such as attacks of opportunity or certain special abilities, characters act out of turn.

adjacent: Occupying a square next to this space (including diagonally). A character is not adjacent to characters behind walls.

Advantageous Cover: A character with this special ability gets a +8 bonus to Defense from cover instead of +4, regardless of what sort of cover the character has.

ally/allied character: Characters in the same squad. In team skirmishes, allies include characters in a teammate's squad.

Attack (character statistic): The bonus this character adds to attack rolls.

attack (game term): A character can attack an enemy as part of its turn or as an attack of opportunity.

attack of opportunity: A single, immediate attack against an adjacent enemy that moves. If an enemy moves out of a square adjacent to a character, that character can make an attack of opportunity against that enemy. There is no limit to the number of attacks of opportunity a character can make in a round, but it can make only one in a given character's turn. Your character does not have to make an attack of opportunity if you don't want it to. A character cannot use a special ability or Force power that replaces attacks instead of an attack of opportunity.

attack roll: A die roll to determine whether an attack hits. Roll 1d20 and add the character's Attack. If the result, after bonuses are applied, is equal to or greater than the target's Defense, the attack is a hit and it deals damage.

A *natural* 20 on an attack roll (when the d20 comes up 20) is always a hit. It is also a **critical hit** and deals double damage.

A *natural* 1 on an attack roll (when the d20 comes up 1) is always a miss.

battle grid: The gridlined play map on which you place terrain cards and miniatures.

Blaster Barrage (Force; 1 Force point): Instead of making its normal attack or attacks, a character using this Force power can attack every legal target once. Determine legal targets (such as whether an enemy with cover is the nearest enemy) before making the first attack roll. If several enemies are tied for nearest, all of them are legal targets for this special ability.

Bodyguard: If an adjacent allied character would take damage from an attack, a Bodyguard character can take the damage instead, even if it is not a legal target for the attacker. For example, it can take the damage even if the attacker doesn't have line of sight to it. A Bodyguard character can't use this special ability when an adjacent ally takes damage from something other than an attack, such as Grenades or Force Grip.

bonuses: Bonuses are added to die rolls or to statistics. A bonus is a number with a "+" sign. Most bonuses stack with each other, but not with themselves. For example, if a character has cover from more than one source, it still gets only a +4 bonus to Defense. A Rebel Officer can give nearby non-Unique followers a +2 bonus to Attack, but two Rebel Officers together can't give a follower a +4 bonus.

Bounty Hunter +4: Bounty Hunter characters are good at finding and taking down those they are after. This character gets a +4 bonus to Attack against Unique characters.

Careful Shot +4: On its turn, if a character with this special ability doesn't move, it gets a +4 bonus to Attack. Since this special ability works only on the character's turn, it doesn't help with attacks of opportunity.

character: A single entity represented by a single miniature. Some characters are Unique and have given names, such as Han Solo. Others are people or creatures of a certain kind and have descriptive names, such as Stormtrooper Officer.

Cleave: Once per turn, if a character with this special ability defeats an adjacent enemy by making an attack, it can make an immediate attack against another adjacent enemy. Cleave works even when the character is making an attack of opportunity.

combined fire: Characters can help an allied character who is attacking. When a character attacks on its turn, other allied characters with line of sight to the target of that character's attack can activate immediately to combine fire. Each character who activates grants a +4 bonus to Attack.

Characters with the Melee Attack special ability or that deal no damage cannot aid in nor benefit from combined fire. Characters who have already activated this round cannot combine fire, and characters who combine fire cannot activate again in the same round. Since this special ability works only on the attacking character's turn, it doesn't help with attacks of opportunity.

commander effect: Certain characters can affect the skirmish, especially their allies, with commander effects. A commander effect can alter setup, the number of characters who can activate in a phase, or the abilities of those characters. Some commander effects have a range. Line of sight is not required for a commander effect to function unless otherwise noted. However, you must count around walls, doors, and similar impassable terrain when measuring range.

Duplicate bonuses from commander effects never stack. A single follower can benefit from any number of commander effects at the same time, but if more than one grants a bonus to the same roll or statistic, only the highest bonus applies. For example, if one commander effect gives a +2 bonus to Attack and another gives a +4 bonus to Attack, a follower subject to both gets only a +4 bonus, not +6.

cover: Characters and certain kinds of terrain provide cover against attacks. A character can attack an enemy with cover only if it's the nearest enemy. Even in that case, the character with cover gets a +4 bonus to Defense.

To determine whether a character has cover from an attack, the player who controls the attacking character chooses a corner of a square in the attacking character's space. If a line traced from this point to any part of the enemy's space passes through a square that provides cover (including a space occupied by another character), the enemy has cover. The enemy does not have cover if the line runs along or merely touches the edge of a wall or other square that would provide cover. An adjacent enemy does not have cover.

critical hit: A hit that strikes a vital area and deals extra damage. Critical hits occur when the attacker rolls a natural 20 on the attack roll (when the d20 itself comes up 20). A character who scores a critical hit deals double its normal damage. A natural 20 on an attack is also an automatic hit. If a character can somehow score a critical hit on a roll if less than 20, that critical hit also counts as an automatic hit.

If the attack deals bonus damage (such as with the Cunning Attack special ability), then a critical hit doubles the base damage but not the bonus damage.

Droid characters are immune to critical hits; a roll of natural 20 against a Droid character is still an automatic hit, but it deals only normal damage.

Cunning Attack: A character with this special ability gets a +4 bonus to Attack and a +10 bonus to Damage against an enemy that has not activated this round.

Damage (character statistic): A character deals its Damage rating on a successful attack (a hit).

damage (game term): Characters take damage when they are hit by attacks or subject to certain special abilities or Force powers. Damage reduces the Hit Points of the affected character. A character whose Hit Points drop to 0 or lower is defeated.

defeat/defeated: A character is defeated when its Hit Points drop to 0 or lower. Remove defeated characters from the battle grid. In a multiplayer game or as a tiebreaker, a defeated character scores victory points for the opponent responsible for its defeat.

Defense (character statistic): A character's ability to avoid being hit in combat. If the result of an attack roll equals or exceeds the defender's Defense, the attack hits. An attack that hits deals damage and reduces the defender's Hit Points.

dice off: Sometimes two players could do something at the same time. In such situations, both players roll 1d20, and the higher result wins (this is called “dicing off”).

door: This is terrain that functions like a wall unless it is open. An open door is ignored. A door becomes open if, at the end of any character's turn, a character is adjacent to it. It remains open until no character is adjacent to it at the end of a turn.

Double Attack: On its turn, if this character attacks without moving first, it then has the option either to move normally or to make an extra attack. The extra attack can be against the same enemy as the original attack, but it doesn't have to be. Since this special ability works only on its turn, this character still makes only a single attack when making an attack of opportunity.

Double Claw Attack: This works just like Double Attack (see above), except that both attacks can be only against adjacent characters. A character who has Double Claw Attack can make two attacks against adjacent enemies or a single attack against distant enemies.

Draw Fire: If an enemy targets an ally within 6 squares of a character with this special ability, you can force that enemy to target this character instead (provided that enemy can choose this character as a target). The attacker can resist this effect with a save of 11. You must decide whether to use this ability before the attacker makes the attack roll.

Droid: A Droid character doesn't take double damage from critical hits and is not subject to commander effects. (Droid characters still count for the Fringe Reinforcements special ability.)

Emperor's Bodyguard: This special ability works just like Bodyguard (see that entry, above), except that the Bodyguard character can take only damage that would otherwise be taken by Emperor Palpatine.

enemy/enemy character: Enemies are characters in opponents' squads, not in your own or a teammate's squad.

factions: These three broad categories classify characters according to their allegiances in the Galactic Civil War. These factions are the Rebel Alliance (also called Rebel forces), the Galactic Empire (also called Imperial forces), and the Fringe (also called Scum and Villainy, though not where they can hear it).

Flight: A character with this special ability ignores enemy characters, low objects, and pits when moving. Walls still block its movement, and it must still end its move in a legal space. Because this character ignores enemies, they cannot make attacks of opportunity against it.

follower: A character in your squad who does not have a commander effect. Most commander effects apply only to followers.

Force Grip (Force; 1 Force point): Instead of making its normal attack or attacks, a character using this Force power deals 10 points of damage to an enemy within line of sight. This follows all of the usual rules for choosing a target (for example, you can target an enemy with cover only if it is the nearest). Using Force Grip is not an attack and does not require an attack roll.

Force Leap (Force; 1 Force point): For the remainder of this turn, a character using this Force power can move through enemy characters. In addition, this character does not provoke attacks of opportunity. It doesn't take any time to use Force Leap; this character can still move and possibly attack normally this turn.

Force Lightning 30 (Force; 2 Force points): Instead of making its normal attack or attacks, a character using this Force power deals 30 points of damage to one target enemy and up to two characters adjacent to that target (enemies and allies alike). The first character must be a legal target (for example, you can target an enemy with cover only if it is the nearest enemy), but the adjacent characters don't need to be. The first target must be within 6 squares, but the adjacent characters do not. Using Force Lightning is not an attack and does not require an attack roll.

Force points: The Force is an energy field generated by all living things. Certain characters can manipulate the Force to create special effects. These characters have a Force rating, a number of points that they can spend to use Force powers (see below), to reroll any die roll (even a natural 1 on an attack), or to move 2 extra squares as part of a move. Once a Force point is spent, the character can't spend it again during the skirmish.

In addition, a character can spend Force points only once per turn. Sometimes, though, a character can spend Force points on other characters' turns, such as to reroll a failed save. In this case, a character can end up spending Force points more than once per round.

Force powers: These are special attacks, moves, or abilities. When using a Force power, subtract its cost in Force points from the character's total. A Force power cannot be used if the character doesn't have enough Force points.

Force Renewal 1 (Force): Whenever a character with this Force power activates, it automatically gets 1 Force point. It can even get more Force points than its starting Force rating.

Force Spirit 8 (Force): If a character with this Force power is defeated, immediately add 8 Force points to an allied character with a Force rating. The allied character can now spend Force points one extra time per turn for the rest of the skirmish. If there is no allied character with a Force rating, this Force power doesn't work.

Force Storm (Force; 2 Force points): Instead of making its normal attack or attacks, a character using this Force power can deal 20 points of damage to all characters (enemies and allies alike) adjacent to it.

Fringe Reinforcements 30: During setup, after seeing your opponent's squad, you can add up to 30 points of Fringe characters to your squad. These characters don't count toward the total cost of your squad, and your opponent doesn't have to defeat these characters to win the skirmish. If you are scoring points for defeats, or in a tiebreaker, defeating these extra characters doesn't score points.

Grenades 10: Instead of making its normal attack or attacks, a character with this special ability can target an enemy up to 6 squares away. This follows all of the usual

rules for choosing a target (for example, you can target an enemy with cover only if it is the nearest). The target and all characters adjacent to it (enemies and allies alike) take 10 points of damage. Each character can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Grenades.

Hand of the Emperor: In addition to spending its own Force points once per turn, a character with this special ability can spend Force points from Emperor Palpatine once per turn. Emperor Palpatine must be in your squad for this ability to work.

Heal 20 (Force; 2 Force points): Instead of making its normal attack or attacks, a character using this Force Power can remove 20 points of damage from an adjacent wounded character. Heal can't raise a character's Hit Points above its starting amount. It does not affect Droid characters.

Heavy Weapon: A character with this special ability can't attack and move in the same turn. It can still make an attack of opportunity as normal.

Hit Points (character statistic): A measure of how much damage it takes to defeat this character. A character whose Hit Points drop to 0 is defeated.

immediate/immediately: An immediate action takes place instantly under a particular set of circumstances, even when it is not the character's turn. This action can even interrupt other actions, taking effect just before they do. If multiple immediate actions can take place at the same time, the player whose turn it is takes any immediate actions, then the player to the left, and so on.

Impulsive Shot: Once per turn, a character with this special ability can make an immediate attack when a Unique allied character is defeated.

in a square: A character is in a square if any of its space occupies that square. Most characters occupy only 1 square, but Large characters such as a Wampa occupy a space 2 squares on a side.

initiative: A die roll at the start of the round to determine who goes first. Each player rolls 1d20, and whoever rolls highest chooses who goes first. Reroll ties.

Ion Gun +20: A character with this special ability gets a +20 bonus to Damage against Droid enemies.

Large: A Large character (such as a Wampa) occupies a space 2 squares wide and 2 squares long. Large characters have to squeeze when moving through narrow spaces.

legal target: An enemy must be a legal target for an attack, special ability, or Force power. The acting character must have line of sight to it, and an enemy with cover is not a legal target unless it is the nearest. If one or more enemies are adjacent to the attacking character, only those enemies are legal targets.

Lightsaber Sweep (Force; 1 Force point): Instead of making its normal attack or attacks, a character using this Force power can make one attack against each enemy adjacent to it. A character can move normally on a turn that it uses Lightsaber Sweep.

line of sight: A character can see a target that it has line of sight to. Walls block line of sight. To determine line of sight, draw an imaginary line between any point in one character's space and any point in the other character's space. If any such line is not blocked by a wall, then the two characters have line of sight to each other. The line is clear if it doesn't intersect or even touch walls.

low objects: This terrain represents crates, machinery, terminals, chairs, and other objects that get in the way. A square containing low objects counts as 2 squares when moving. Low objects do not block line of sight but do provide cover. For purposes of cover, an attacker can ignore low objects in its own space and in adjacent squares.

Medium: A Medium character occupies 1 square. Most characters are of Medium size.

Melee Attack: A character with this special ability can attack only enemies adjacent to it.

Mighty Swing +10: On its turn, if this character doesn't move, it gets a +10 bonus to Damage against enemies adjacent to it. Since this special ability works only on this character's turn, it doesn't help with attacks of opportunity.

Mobile Attack: A character with this special ability can move both before and after attacking, up to a total of 6 squares. It is subject to attacks of opportunity as normal.

Momentum: If a character with this special ability has moved during its turn, it gets a +4 bonus to Attack and a +10 bonus to Damage against enemies adjacent to it. Since this special ability works only on this character's turn, it doesn't help with attacks of opportunity.

move: A character can move up to 6 squares and make an attack during its turn. Alternatively, it can move up to 12 squares if it doesn't attack.

nearest enemy: The nearest enemy to a character is the nearest enemy that it can see. Another enemy who is actually closer but out of line of sight does not count as the nearest.

When counting range, you can't trace a path through walls, but you ignore characters, low objects, and pits. If two or more enemies are at the same distance, the acting character can choose any of them as the nearest. Determining the nearest enemy is important when a potential target has cover; a character can attack an enemy with cover only if it's the nearest enemy.

on terrain: A character is on or in terrain if any part of its space occupies a square that contains that terrain. This special rule is only necessary for Large characters, which take up 4 squares. (Obviously, a character who takes up 1 square is on terrain if its square contains such terrain.)

opponent: A player you are playing a skirmish against.

Override: At the end of its turn, a character with this special ability can designate one door that it can see as open or closed. The door remains open or closed until the end of this character's next turn, or until the end of a turn in which this character is defeated. Other characters can't open that door unless they use the Override special ability themselves.

phase: A part of a round. During your phase, you activate two characters. (If you have only a single character left to activate, you activate only that one.)

pit: A kind of terrain. Pits block movement but not line of sight. They do not provide cover. A character with the Flight special ability can move through a square containing a pit but cannot end its move there.

range: Sometimes a Force power or a special ability works only within a listed range. This is the distance in squares between the attacker's and the defender's square, counting the defender's square. Diagonals count as 2 squares. Low obstacles and pits do not affect range, but when counting range, you can't trace a path through a wall (you count around it instead).

Recon: If any allied character with this special ability has line of sight to an enemy, you can roll twice when making an initiative roll and take the higher result. If you end up tied for initiative, both players reroll (you can use Recon to roll twice on the reroll). You can do this only once, regardless of the number of allied characters with Recon.

Rend +20: This special ability applies to some characters who can make more than one attack against an adjacent enemy. If two of the character's attacks hit the same adjacent enemy, the second hit gets a +20 bonus to Damage.

Repair 10: Instead of making its normal attack or attacks, a character with this special ability can remove 10 points of damage from another Droid character who is wounded and adjacent to this character. Repair can't raise a character's Hit Points above its starting amount. It does not affect non-Droid characters.

replaces attacks: Some Force powers or special abilities have "replaces attacks" as a special cost. A character who uses such a Force power or special ability is considered to have attacked on that turn. For example, a character can move 6 squares and use a Force power that replaces attacks. Being able to make more than one attack doesn't allow a character to use more than one ability that replaces attacks. When making an attack of opportunity, a character cannot use a special ability or Force power that replaces attacks.

round: A skirmish is played in rounds. At the start of a round, players roll initiative. During the round, each player activates his or her characters in phases. When all characters have been activated, the round ends and a new round begins.

Savage: A character with this special ability is a wild beast that is difficult to control. The Savage character must end its move next to an enemy if it can (if it can't reach an enemy, it moves normally). If it starts its turn next to an enemy, it can move 0 squares and thus "end its move" next to that enemy. In this case, if it defeats that enemy, the Savage character does not have to move next to another enemy.

A Savage character is not subject to commander effects.

save: Many special abilities and Force powers require a character to save against a listed number to avoid or reduce an adverse effect. Roll 1d20. If the result of the roll equals or exceeds the listed number, the save succeeds.

Self-Destruct 10: When a character with this special ability is defeated, it deals 10 points of damage to each character adjacent to it (enemies and allies alike) as an immediate action.

sight: Many Force powers and special abilities have a range of sight. They affect any target that the character using the power or ability can see.

Small: A Small character (such as an Ewok) occupies 1 square, just as a Medium character does.

space: The square or squares that a character occupies. A Small or Medium character occupies 1 square. A Large character occupies 4 squares.

Speed 2: A character with this special ability can move only 2 squares and attack during its turn or move 4 squares without attacking.

squad: A group of characters fighting for one player in a skirmish.

squeeze: Large characters can squeeze through small openings (such as single-square doors) and down narrow hallways, provided that they end their movement in an area that they can normally occupy. Large characters cannot squeeze past enemies.

stacking: In general, the effects produced by Force powers, special abilities, commander effects, and cover stack (are cumulative) with each other. For example, Boba Fett has the Bounty Hunter +4 ability, which gives him a +4 bonus on Attack against Unique characters. Jabba the Hutt grants all followers with Bounty Hunter a +2 bonus on Attack, so if Jabba the Hutt is in Boba Fett's squad, Boba Fett gets a total Attack bonus of +6 against Unique characters.

Unless otherwise specified, no effect produced by a Force power, special ability, commander effect, or cover stacks with itself. For example, a Rebel Officer can give nearby non-Unique followers a +2 bonus to Attack, but two Rebel Officers together can't give a follower a +4 bonus.

Stealth: If a character with this special ability has cover, it does not count as the nearest enemy for choosing targets if the attacker is more than 6 squares away. A character can attack an enemy with cover only if that enemy is the nearest enemy. If this character would be the nearest enemy, the next-nearest enemy counts as the nearest instead. Follow the normal rules for cover if character with Stealth is within 6 squares of the attacker.

Strafe Attack: Some characters with Flight also have Strafe Attack. As a character with this special ability moves, it can attack each enemy whose space it enters. Roll each attack just before this character enters that enemy's space. This character cannot attack any enemy twice in the same turn, and it cannot move directly back into a space it has just left. A character with Strafe Attack can still make a normal attack on the turn it moves, as long as it moves 6 squares or less.

Swarm +1: A character with this special ability gets a +1 bonus to Attack against an enemy for each other allied character with the same name adjacent to that enemy. It gets this bonus even on attacks of opportunity.

target: An enemy character chosen for an attack, special ability, or Force power. Line of sight and cover are determined by drawing lines to the target's space. A square itself cannot be a target.

touch: Some special abilities and Force powers have a range of touch, meaning they can be used only on adjacent characters or on the acting character itself.

Triple Attack: On its turn, a character with this special ability can make three attacks, but it can't move if it does so. Each attack can be against the same target or different targets. The attacker does not have to decide which enemy will be the target of other attacks until after the first attack is done. It doesn't even have to decide whether to make another attack until after making the first one; it could move instead. Since this special ability works only on its turn, this character still makes only a single attack when making an attack of opportunity.

trooper: A character with the word "Trooper" in its name, such as a Stormtrooper or a Rebel Trooper. Certain commander effects apply only to troopers.

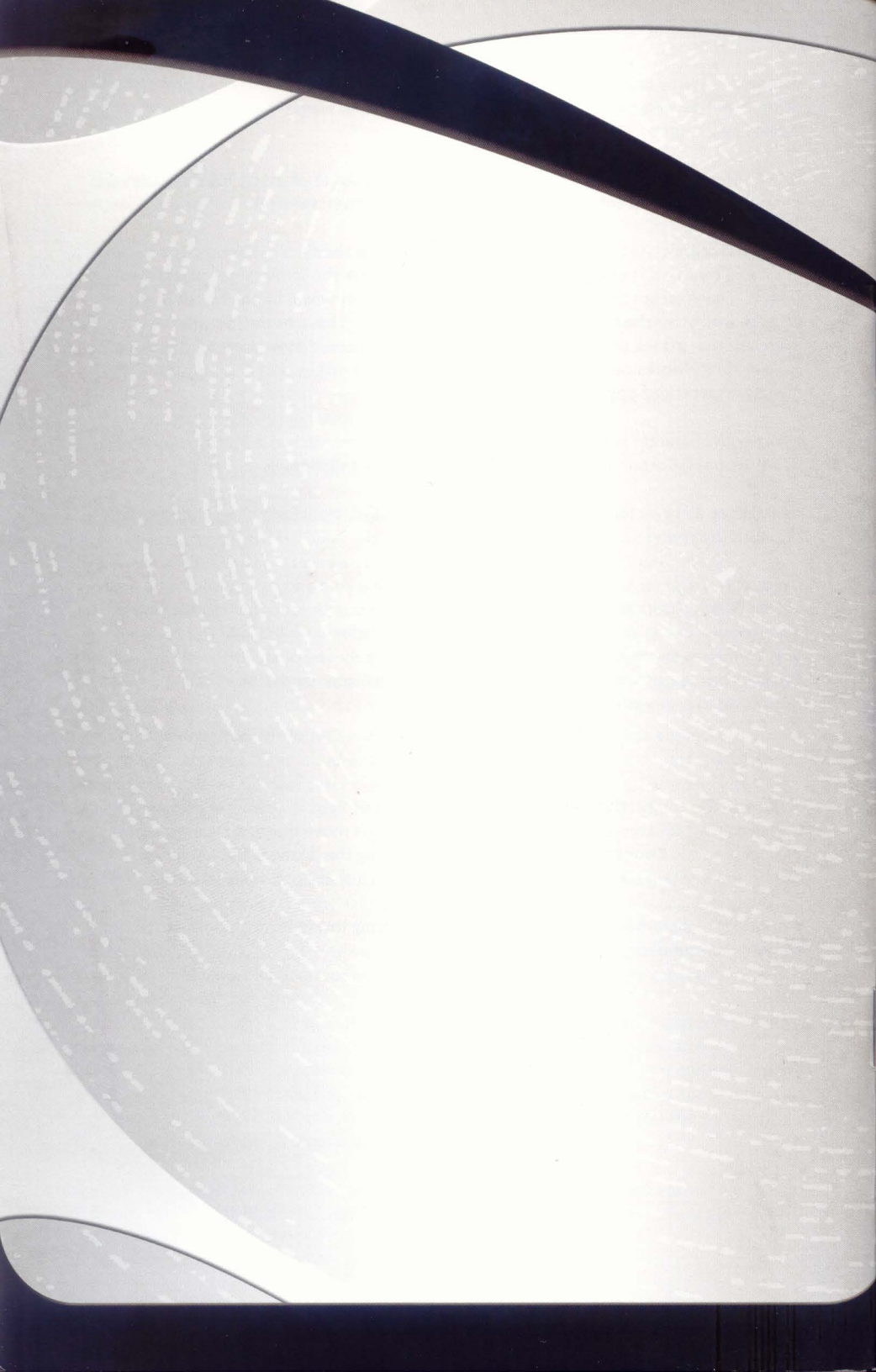
turn: When a character is activated, it is that character's turn. Each character gets only one turn in a round.

Unique: A character with this special ability is one of a kind and has a given name, such as Darth Vader, Dark Jedi. You cannot have more than one Unique character with the same given name in your squad. For example, Darth Vader, Dark Jedi and Darth Vader, Sith Lord both count as "Darth Vader"; you can have only one or the other in your squad. Each of your opponents and teammates can have their own copies of a Unique character. (Obviously the others are mere imposters.)

Ignore the Unique ability's squad-building restrictions in Out of the Box games (see Scenarios).

wall: A wall is terrain that blocks movement and line of sight. A character can't move or make an attack through a wall. A character also can't move diagonally past a corner or end of a wall. Count around walls when determining the distance between two characters. Certain big obstacles count as walls, even if that's not really what they are.

wounded: A character who has taken damage, reducing its Hit Points below its starting amount, is wounded.



RULES SUMMARY

May the Force be with you!

GETTING STARTED

One player builds an Imperial squad (Imperial and Fringe characters), and the other builds a Rebel squad (Rebel and Fringe characters). Both squads should have the same number of points, usually 100.

How to Win: Defeat all the enemy characters.

Starting Positions: The Rebel squad starts with all characters as close as possible to the spaceship in the Hangar Bay section of the battle grid (the side printed with the Death Star deck). The Imperial squad starts with all characters in one or both turbolifts at the opposite end of the battle grid. Don't use the terrain tiles for your first skirmishes.

INITIATIVE CHECK

At the start of each round, roll a 20-sided die (1d20). The player with the highest result decides who goes first. Reroll ties.

ROUNDS AND PHASES

Each round, you'll activate each character on your squad one time. But you don't activate all your characters at once. Instead, you and the other player go back and forth each activating 2 characters at a time, like this:

First Player: Activates 1 character and then another. (This is called a phase.)

Second Player: Activates 1 character and then another.

First Player: Activates another 2 characters (not characters that have already activated this round).

Second Player: Activates another 2 different characters.

You keep going until you've activated each of your characters once each. (If one player has more characters than the other, he or she activates the remaining characters at the end of the round.) When both players have activated all their characters, the round is over. Roll for initiative for the next round.

ACTIVATING A CHARACTER

When you activate a character, it takes its turn. During its turn, it can do one of these things:

- Move up to 6 squares and then attack; or
- Attack and then move up to 6 squares; or
- Move up to 12 squares (and not attack).

MOVING

Diagonals: Moving diagonally costs double (each square counts as 2 squares).

Allies: A character can move through a square where an allied character is.

Enemies: Enemy characters block movement. If a character moves out of a square while adjacent to an enemy, the enemy can make an immediate attack against the moving character (an attack of opportunity).

ATTACKING

When a character attacks, choose an enemy as the target and follow these steps.

1. Roll the 20-sided die and add the attacking character's Attack.
2. If the total is at least as high as the target's Defense, the attack is a hit.
3. If the attack is a hit, subtract the attacking character's Damage from the target's Hit Points. If the target's Hit Points drop to 0, that character is defeated and removed from the battle grid.

Line of Sight: A character has to be able to see the enemy it attacks. Two characters can see each other if you can draw even one line between them that isn't blocked by walls.

Cover: A character can't attack an enemy with cover unless it's the nearest enemy. To see whether an enemy has cover, the attacker chooses a corner of its space. If you can draw any line from that corner to the enemy's space through a wall, through a square with a character in it, or through a square with low objects in it, then the enemy has cover. (Exception: You ignore low objects that are in the attacking character's space or in squares adjacent to it.) If the enemy has cover but is the nearest enemy, the character can attack it, but that enemy gets a +4 bonus to Defense. If the attacking character can't trace line of sight to the enemy, it cannot choose that enemy as a target, and that enemy does not count as the closest enemy. See page 10 of the rules booklet for details.

Adjacent Enemies: If enemies are adjacent to the attacking character, it must attack one of those enemies.

Melee Attack: A character with the Melee Attack special ability can attack only adjacent enemies.

Combined Fire, Critical Hits, Automatic Misses: After you've played a skirmish or two, see the *Star Wars® Miniatures Collectable Miniatures Game Rules* booklet for these rules.

SPECIAL ABILITIES, FORCE POWERS, AND COMMANDER EFFECTS

Some characters have special abilities, Force powers, or commander effects. You can look up terms, special abilities, and Force powers in the rules booklet if you have any questions.

Commander Effects: Commander effects often refer to "followers." A follower is a character in your squad that doesn't have a commander effect itself.

Force Powers: Force powers have a cost in Force points. Once Force points are spent, they are gone for the rest of the skirmish. A character can spend Force points only once per turn. A character with Force points can also spend 1 Force point to either:

- **Reroll:** Reroll an attack or save that the character has just made; or
- **Move Faster:** Move 2 extra squares on its turn (as part of its movement).

TERRAIN

The battle grid contains different kinds of terrain, which can affect the skirmish. You can identify terrain by the color of a square's outline.

Walls (magenta): Block movement and line of sight. A character can't move diagonally past the corner or end of a wall.

Low Objects (green): Moving into a square that contains low objects costs double.

Pits (orange): Pits block movement but don't block line of sight or provide cover.

Doors (light blue): A closed door is like a wall. An open door has no effect on play. A door is closed until a character ends its turn adjacent to it. At the end of that character's turn, the door opens and remains open as long as someone is adjacent to it.

STAR WARS™ Miniatures

Damage Counters

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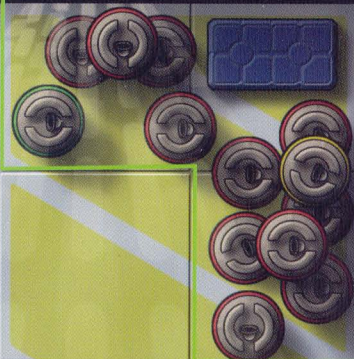
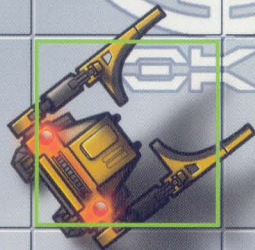
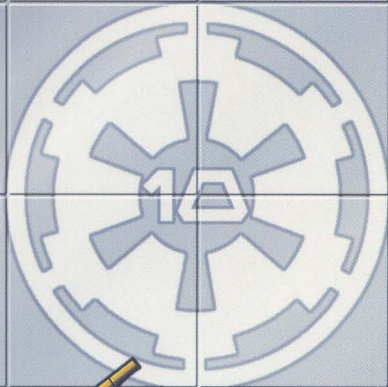
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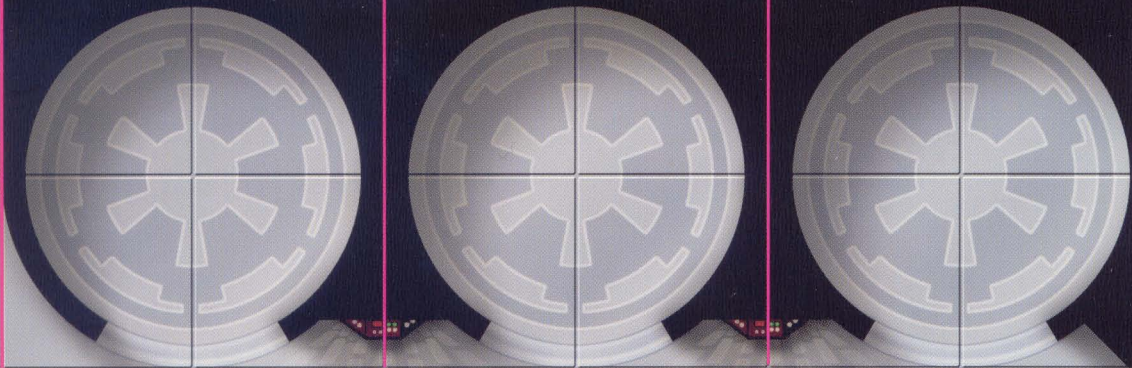
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Force Counters

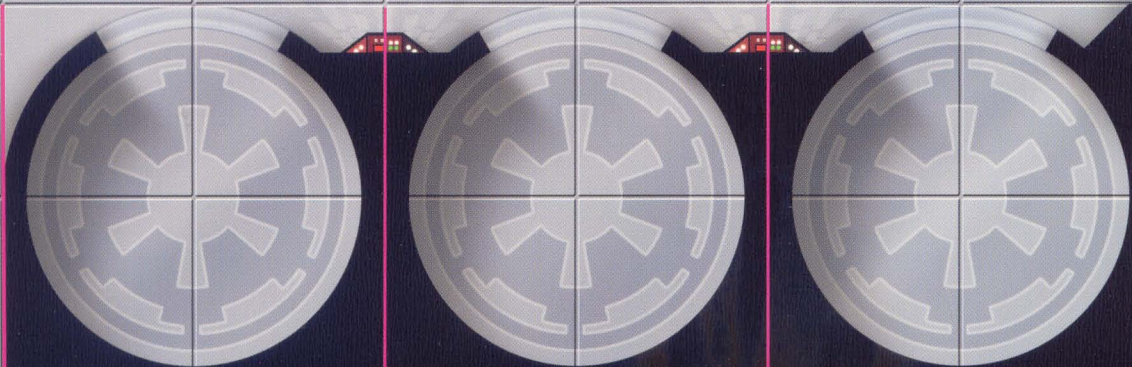
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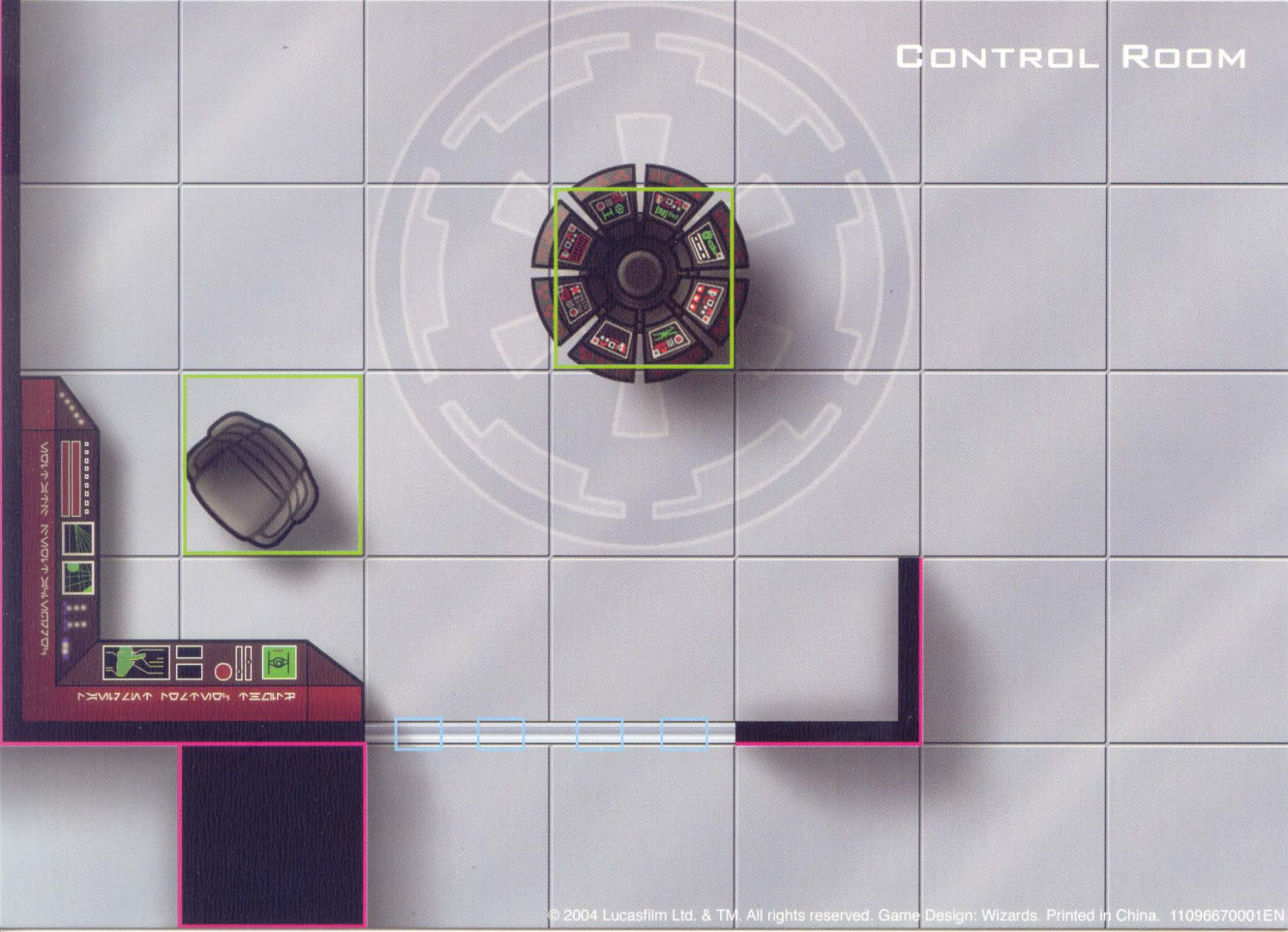




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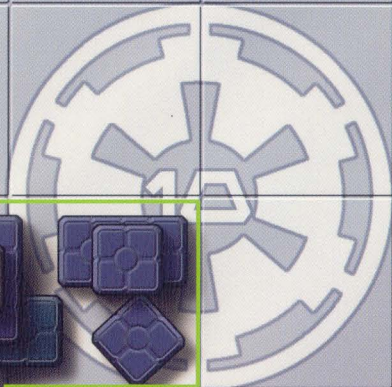


CONTROL ROOM

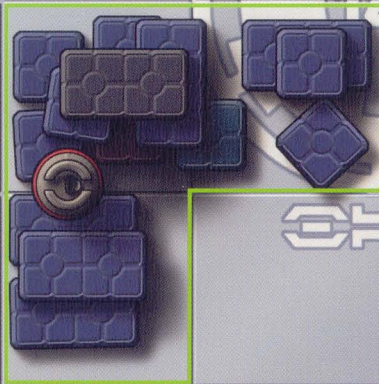


CARGO BAY

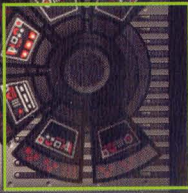
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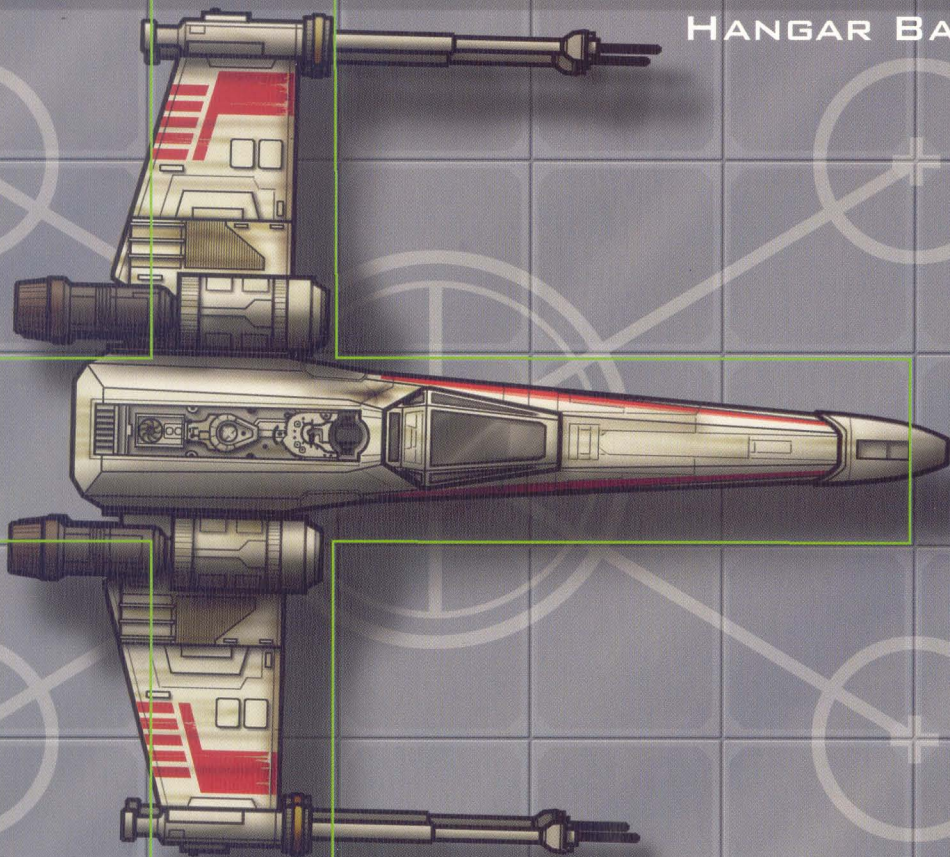
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STAR WARS

MINIATURES



REBEL STORM™ SET CHECKLIST

REBEL

- ☐ 01/60 Bothan Spy
- ☐ 02/60 C-3PO
- ☐ 03/60 Chewbacca
- ☐ 04/60 Commando on Speeder Bike
- ☐ 05/60 Elite Hoth Trooper
- ☐ 06/60 Elite Rebel Trooper
- ☐ 07/60 Han Solo
- ☐ 08/60 Hoth Trooper
- ☐ 09/60 Luke Skywalker, Jedi Knight
- ☐ 10/60 Luke Skywalker, Rebel
- ☐ 11/60 Obi-Wan Kenobi
- ☐ 12/60 Princess Leia, Captive
- ☐ 13/60 Princess Leia, Senator
- ☐ 14/60 R2-D2
- ☐ 15/60 Rebel Commando
- ☐ 16/60 Rebel Officer
- ☐ 17/60 Rebel Pilot
- ☐ 18/60 Rebel Trooper
- ☐ 19/60 Rebel Trooper
- ☐ 20/60 Wookiee Soldier

IMPERIAL

- ☐ 21/60 Darth Vader, Dark Jedi
- ☐ 22/60 Darth Vader, Sith Lord
- ☐ 23/60 Elite Snowtrooper
- ☐ 24/60 Elite Stormtrooper
- ☐ 25/60 Emperor Palpatine
- ☐ 26/60 General Veers
- ☐ 27/60 Grand Moff Tarkin
- ☐ 28/60 Heavy Stormtrooper
- ☐ 29/60 Imperial Officer
- ☐ 30/60 Mara Jade, Emperor's Hand
- ☐ 31/60 Probe Droid
- ☐ 32/60 Royal Guard
- ☐ 33/60 Scout Trooper
- ☐ 34/60 Scout Trooper on Speeder Bike
- ☐ 35/60 Snowtrooper
- ☐ 36/60 Stormtrooper
- ☐ 37/60 Stormtrooper
- ☐ 38/60 Stormtrooper
- ☐ 39/60 Stormtrooper Officer
- ☐ 40/60 Sandtrooper on Dewback

FRINGE

- ☐ 41/60 Bespin Guard
- ☐ 42/60 Boba Fett
- ☐ 43/60 Dengar
- ☐ 44/60 Duros Mercenary
- ☐ 45/60 Ewok
- ☐ 46/60 4-LOM
- ☐ 47/60 Gamorrean Guard
- ☐ 48/60 IG-88
- ☐ 49/60 Ithorian Scout
- ☐ 50/60 Jabba the Hutt
- ☐ 51/60 Jawa
- ☐ 52/60 Lando Calrissian
- ☐ 53/60 Mon Calamari Mercenary
- ☐ 54/60 Quarren Assassin
- ☐ 55/60 Greedo
- ☐ 56/60 Bossk
- ☐ 57/60 Tusken Raider
- ☐ 58/60 Twi'lek Bodyguard
- ☐ 59/60 Twi'lek Scoundrel
- ☐ 60/60 Wampa

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